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MEAN MACHINES SEGA

EXCLUSIVE!

RIDDLE ME THIS...

IS BATMAN FOREVER A BLOCKBUSTER?

WATERWORLD

IT'S FISH ON CHIPS!

INSIDE

DREDD TIPPED AND MAPPED

MEGADRIVE

DEMOLITION MAN

SATURN

PRIMAL RAGE

32X

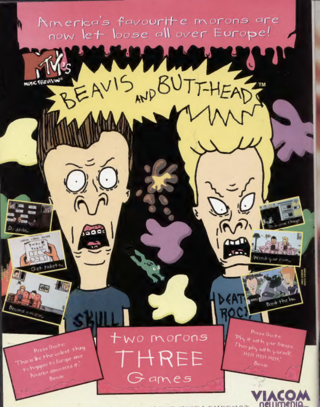
BLACKHAWK

MEGA-CD

SURGICAL STRIKE

GAME GEAR

RETURN OF THE JEDI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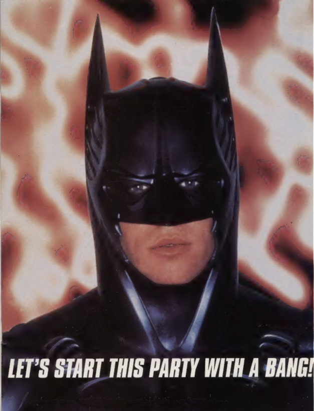
LET'S START THIS PARTY WITH A BANG!

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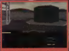
I'm a one-man band, nobody cares or ...



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Domark have been working on this one since before jam was invented. To what effect?

IT'S GOODNIGHT FROM HIM...

Hello and goodbye. Yep, after two years at the helm of MEAN MACHINES, I'm buggering off to the world of the Sony PlayStation to launch a new magazine. I've really enjoyed my time at MMS, and have had the pleasure of breaking stories like MKII, the 32X, the Saturn, and more exclusives than any other Sega mag — but now the heady heights of 32bitdom await. I leave the mag in the completely capable hands of Gus who you all know as the miserable sod with the shaved head (sorry, that's how we know him), and who has some neat ideas lined up for the future. I'll still be here in a nebulous form as the mag's Managing Editor, but basically it is adieu, ta-ra, ciao, bub-bye, and see you later. It's been fun.

Steve

PS: Actually, before I go I'd like to deliver a big V-sign to the turds at Sega Power for gving covers to games which they have no Sega screenshots for and Digitiser for being the unfunniest sods in the world with no sense of humour and even less editorial direction. That's that off me chest then...

CASH FOR PHOTOS

Yes it's still going. So if you have back issues, then check them up for the categories. There's been lots of excellent pics that don't fit into our categories, so we can print them and not pay you if we want, nah! Cash for Photos will be back with all new ideas next month, so until then catch this drop dead gorgeous figure. By the way, anyone waiting for their spondoolicks, don't worry, Lord EMAP's accountants are slowly but surely getting round to it.Keep your contributions coming to: CASH FOR PHOTOS, MEAN MACHINES SEGA, 30-32, FARRINGDON LANE, LONDON, EC1R 3AU. (We also accept video footage).

Jamie Brown wins £15 for this repulsive picture of his uncle entertaining his rellies in bermuda shorts, black nylons and beer belly. Has to go into the repulsive looks box. Nice one Jamie.

...AND BONJOUR FROM HIM.

So Steve leaves the mag with a heavy heart...but as he knows I had the negatives he had no choice. After three years on the mag, a lot of that time as his faithful lapdog, I can now indulge all the bad habits, like coming in late and picking my nose, that used to get my a real dressing down. And now I'd like you to join me, as we move forward as the most repulsive, bad mannered, childish, up-to-date and totally excellent Sega mag this country has ever seen. Catch you next month.

THE DOOKS OF HAZARDS

This month's topical trip down memoir lane involves accidents, both silly and serious, that the team have encountered.

STEVE

When asked about accidents Steve said 'sod that, I'm not on MEAN MACHINES anymore and disappeared into next door's public house. However, we could dredge up the stories of him puking up Riberia and cacking himself on the 5.20 to Chichester. And we just have.

OZ

Oz's brush with danger didn't require medical condition, but could have been more serious. When exploring the Black Country and its assorted mining and pit 'attractions' he stood on some grass which covered a stinking canal. Happily he was fished out soon enough, but had to wear a pair of dungarees for the rest of the day as his togs were soaked. A case of hurt pride at least.

GUS

When I was just a sliver of a child, I had a bad habit of fainting or hitting my head quite a bit. Once I remember me and some mates dancing round a pool of sick (it must have been some tribal Indian tribal ritual we'd seen on school telly). Like the buffoon I was, I tripped and hit my head off a stony wall. Double jape: when I got to the hospital I fainted after the tetanus jab in my bum!

YOU'D BETTER WORK

MEAN MACHINES is looking for a feisty young Staff Writer to bring his own blend of humour, ideas and coffee-making skills to the greatest sega mag in the spooniverse. If you think you've got it, send us a sample review of any game you like, in the style of the magazine, and a CV. You should be 16 or over. Send it to STAFF WRITER, MEAN MACHINES SEGA, EMAP IMAGES PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

CLAIRE

Claire was unavailable for comment, as she's off sick. It all started in Zak's diner with Claire, the all-important 'design finger' and a devilish box of matches. Basically, Claire made a genie by accident and suffered the consequences. Let that learn you kids. Now she has to wear a marigold glove filled with salad cream, on doctor's orders for ever and ever! Or until next editorial at least.

PAUL

Paul's dance with death happened with that most serious of medical conditions — the paper cut. After sustaining said mortal injury to his finger, he found it would not stop bleeding. Band-aids, Tourniquets, cold compresses all proved useless. He needed to get it stitched. Later, after taking a chinese burn off a pal, Paul's hand fell off completely!

FIVE THINGS TO MISS ABOUT STEVE

1. All his weird vids, and the Doctor Who ones.
2. How he always gets the call that the sandwich man is in.
3. The pictures of Deirdre Barlow 'through the ages' on his mac.
4. His prowess at Seahaven Towers, a crap solitaire game.
5. The way he winds up Shan and Howard from US Gold.

PRIVATE INVESTIGATORS

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STEVE 'spliced' MERRETT
FART EDITOR
OSMOND 'ol' faithful' BROWNE
INCOMING EDITOR
GUS 'tyrannical' SWAN
RISING FART EDITOR
CLAIRE 'fingerbob' COULTHARD
LEAVING SCRUFF WRITER
PAUL 'headhunted' BUFTON
MOTHER'S LITTLE HELPERS
LUCY 'I'm the law' HICKMAN
MATT 'Oliver Twist' BROUGHTON
RICHARD 'extremities' LEADBETTER
AD MANAGER
LIZA 'splicer' HAWKES
BREAKDANCING BLOKE
IAN 'when you going?' THOMPSON
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SPECIAL NO THANKS: The US of everything.

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Do you know, I've been calling the subs place 'Market Harbour' for months, when it's really Market Harboro. I know that because I drove through it the other week. Funny that. It's still a bit of an armpit though. In my humble opinion. But don't write, me Harbororers.

How does it feel to be alone. Sittin' there on the telephone. Lookin' for games, lookin' for love...

NEWS

SATURN PARK

NEW GAME BY BULLFROG
FORMAT SATURN

Hokey kokey all you budding Walt Disney-ites your time is nigh because Bullfrog are on the way to letting loose Theme Park on the Saturn. In the not so distant past you may have seen from our glowing review of the Megadrive version of this little corker that we like Theme Park, us. A lot. The only teensy weensy let down with the Megadrive offering was that the graphics weren't quite up to the standards set by its sister floppy versions. The Saturn offering will undoubtedly settle that slight imbalance with the promise of the same grab you by the throat addictiveness but coupled with gorgeous rendered graphics, spiffing cut scenes and an all around attention to detail like what you wouldn't believe. We're heading to Bullfrog [illegible] month to bring you [illegible] for next issue.

IT'S LONELY ON SATURN

NEW GAME BY INFOGRAMES
FORMAT SATURN

Rumours were rife some months ago that Infogrames was on the verge of releasing Alone in the Dark on 32X. When nothing emerged we dug deeper and asked, nay, demanded to know from Infogrames when we could expect this choice ware. The bad news is that after much head scratching, Infogrames revealed that the previous 32X stories were so much poppycock. The good news is, Alone in the Dark 2 AND possibly the original Alone in the Dark are now likely to be revamped for the Saturn. Hurrah!

Just to give you a quick run down, both games star the ace detective Edward Carnby strutting around in his groovy deerstalker looking into ultra-scarey happenings. The original was an atmospheric adventure where battling a platoon of Lovecraftian monsters was top of the agenda and was revolutionary on the PC in its use of 3D polygon characters and 2D bitmapped backgrounds.

The second in the series was an arcade adventure and had our Eddie taking on the venom of a galleon full of pirates, blasting polygon-generated monstrosities and solving object-related puzzles. Full update heading your way when we get it...

EXCLUSIVE NEWS!

DON'T MENTION THE WAR

NEW GAME
BY
MINDSCAPE
FORMAT
SATURN

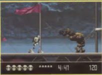
Wow, the whole world and his mother (and his brother and great auntie Mary...it seems) is going Saturn crazy and the word out on the street is that those luverley Mindscape chappies from down saaa—rf are no exception with rumours coming thick and fast that the firm is planning Saturn products revolving around the mystical world of fantasy board game specialists, War Hammer.

The first two offerings in this series are likely to be War Hammer: Shadow of the Horned Rat closely followed by War Hammer 40,000: Dark Crusaders. Little is yet known about either although Shadow of the Horned Rat is likely to reflect War Hammer's classic mediaeval-esque style while War Hammer 40,000 is said to be set in the future — guns rather than swordplay may be the order of the day then. Either way, you'll not see a sausage on either for ages yet — we'll keep you posted.

VECTORIAN VALUES

NEW GAME
BY
SEGA
FORMAT
SATURN

Having surveyed the views of most of EMAP Towers, the general consensus of opinion that emerges is that no-one but no-one is particularly happy with their given body shape — too fat, too thin, ears too big, and various appendages far too small (although few would admit to that!) and so on. Such worries can be veritably swept away with Sega's new Megadrive platform experience — Vectorman. we're talking big time smart-arse here, surrounded by stonking graphics and stunning animation as he is, Vectorman's starring role is filled with a fine robot type thing who frequently gets racked off with his given form, but unlike us mere mortals, he can change his shape on a whim into exciting things like bombs 'n' stuff. Apparently this is set to become one of Sega's Christmas biggie (although it's due out in November) — we'll bring you more news nearer the time.



EXCLUSIVE NEWS!

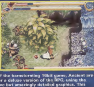
MIND THE GAP

Get set for a rocky ride with two more Saturn releases heading your way in the far distant future (allegedly) from Mindscape. First up there's Cyberspeed a futuristic racers with no cars, no properly defined tracks, instead there's just you and your trusty high-tec flying mobile, suspended from a light beam, hurtling at high speeds through a series of manic tubes and dips set both in space and on planets, holding your destiny in your own hands and hoping you get lucky and away with your life as you choose your direction and go in, guns blazing, against any usurper out to claim the winner's crown. Another rumour is that The Raven Project, a high-speed alien death ride, is Saturn-bound — scant details are available but aliens, spaceships, rebel forces and mucho blasting seems to be the order of the day. More news when we get it.

Speed, my pretty.

RETURN OF THE HERO

NEW GAME
BY
ANCIENT
FORMAT
SATURN

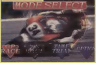


One of the most exciting Saturn announcements is news of Story of Thor on the machine for next year. The programmers of the barnstorming 16bit game, Ancient are putting together a deluxe version of the RPG, using the same perspective but amazingly detailed graphics. This one has future news priority.

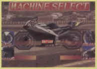
VIRTUA HANG ON

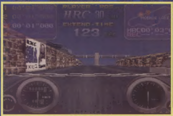
NEW GAME BY SEGA
FORMAT SATURN

In the far distant past, Hang-On was a rather tasty biking experience offered up for our delectation by the creator of Daytona and other assorted Virtua games. The big news is that the original coin-op is being souped up and utterly 3D-ised for the Saturn to become the machine's first biking game. It's in fairly early stages at the moment but blinkin' flip it's looking hot. More news when we get it.



All kinds of race options in this gaff.





I think there should be some other bikes in the final version. Probably.

FLASH IN THE BLACKHAWK

NEW GAME BY MINDSCAPE
FORMAT SATURN

Ooh, pretty, pretty, pretty - Interplay's latest 32X offering is lookin' gooooood! Set in the war-torn far off planet Tuul, Blackhawk is a kind of Flashback meets Prince of Persia with you taking the role of Kyle, a newly qualified fighting machine who's come back from Earth where he learnt the art of killing down to a tee to sort out his evil uncle, who, as joint ruler of Tuul with Kyle's twin brother, seems intent on ripping the very heart out of the planet that Kyle loves.

Richly detailed graphics combine with imaginative and varied gameplay in this platform/ shoot 'em up/ adventure which has Kyle jumping, rolling, shooting, climbing, bombing, hiding, chatting, scheming, ducking, diving and even levitating at times across level upon level of his father's twin brother's Dark Empire.

One really cool feature about the game is that instead of just mindless shooting in the ever present combat situations, Kyle and his enemies are capable of hiding in the shadows so that bullets shoot past them. It is then, a case of timing your attack just right to get a direct hit — you can even blast backwards with a nonchalant twist of Kyle's flexible wrist.

Another popular game feature in the MEAN MACHINES office is the way that, having spoken to the desolate be-chained prisoners littered around the place, you can turn around and shoot them and watch with sick satisfaction the ensuing explosion of blood and brain matter — cool!

SARLAC'S KEEP
DEEP IN THE HEART OF TUUL

DOMANI

REFLECTIONS ON FASHION

Put your FOOT in it.

Style illustrated: Krypton. This or other Domani styles available from Russell & Bromley, Charles Clinkard Ltd, Domani Retail Shops. also Domani at Childrens World, Jones Bootmaker, John Lewis Partnership stores, Gordon Scott, Selfridges and main Start-rite stockists

SUBLIMINAL TO THE RIDICULOUS

NEW GAME
BY
[illegible]
FORMAT
[illegible]

If guiding a pulsating, multi-coloured cube around a grid, matching up cube colours to [illegible] squares sounds like you cup of [illegible] then perhaps Endorfun, the [illegible] Saturn offering from Time Warner [illegible] you.

The game is being billed as having "drug-[illegible]" qualities (well they said that about Coke and Junior Disprin, [illegible] with hypnotic graphics, and subliminal "feel-good" [illegible] incorporated into the soundtrack — the voices are of a [illegible] to [illegible] into your sub-conscious to give you [illegible].

As already mentioned, the aim's to match cubes to like-coloured [illegible] squares. Once achieved, [illegible] allows you to [illegible] of the life force you need [illegible] to the next level but some stubborn and immovable blocks tend to spring up at awkward moments on your travels to slow you down. Out later this [illegible] we'll fill you in more fully [illegible].

DOOMED AS A HERETIC

NEW GAME
BY
[illegible]
FORMAT
[illegible]

Whahey! [illegible] — iD Software's Doom follow-up, a medieval 3D blaster fashioned in true Doom-esque style is tipped to hit the Saturn some time next year.

The name of the game is running around like a loon pushing a mammoth weapon [illegible], shooting everything that moves but by 'eck lad, there's a hell of a lot more to it than that. Doors are colour-coded and can be accessed using the correctly coloured keys, there are secret passages, [illegible], weapon, invincibility and invisibility pick-ups as well as [illegible] option to [illegible] mutants and warp to other levels.

The most notable addition to the Doom engine is that Heretic allows you to move the view vertically, enabling you to look up and down – this worked a treat on the PC version so here's hoping the same will appear on the Saturn version.

Kill them all!

DESCENT

NEW GAME
BY
[illegible]
FORMAT
[illegible]

All right, all right, you got us, [illegible] Interplay's Descent set to hit the Saturn with a [illegible] slight, a bit of a Doom clone. But before, you're [illegible] start getting a jib on [illegible] heart [illegible] Doom inspired [illegible] this little scorcher [illegible] to soar above and beyond all other takers.

Instead of on foot combat, Descent decks you out in a variety of easily manoeuvrable little [illegible] capable of [illegible] you through [illegible] dark and dingy mine [illegible] and tunnels [illegible] upside down [illegible] where you'll encounter [illegible] ripe for the [illegible]. You [illegible] good store of different weapons [illegible] and [illegible] 30+ levels promise loads of non-stop suspense and action. More soon.

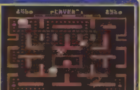
[illegible] them too!

PAC ATTACK

NEW GAME
BY
[illegible]
FORMAT
[illegible]

Cor blimey, it's [illegible] from the past [illegible], [illegible] sold bucket-loads in the US, Time Warner launch the ancient Ms. Pac-Man on an unsuspecting British public at the bargain-basement price of just twenty quid.

The game hardly needs any introduction — Pac-Man [illegible] Man whatever title you give it — it's based on the [illegible] coin op arcade classic with [illegible] levels of [illegible] along with [illegible] and a few weirde extras thrown in for good measure. Y'never know, [illegible] this case only time [illegible] will tell.



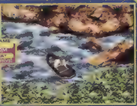
THAT'S MAGIC

NEW GAME
BY
GAMETEK
FORMAT
MEGA CD

Anyone seen that bizarre Channel [illegible] weekly, so-called magicians, [illegible] matter, see the news is, Gametek [illegible] CD game on the deranged [illegible] and Mirrors.
The stars of the show have apparently worked closely with developers in the making of the game which consists of a whole heap of different game-styles all [illegible] together [illegible] little sub-games.
The fun to come includes the chance to perform two [illegible] interactive magic tricks, while other sub-games include [illegible] the Psychic Gorilla where [illegible] super-sensitive [illegible] which send you mate [illegible] and [illegible] or "hilarious" eight-hour desert-crossing driving [illegible] real time. Get September, hold your breath for our forthcoming review.

CONGO CAPERS

NEW GAME
BY
VIACOM
FORMAT
MEGADRIVE



Many of you may have seen one of the [illegible] mer action movies, Congo, which features some less-than-cuddly gorillas in the deepest jungle. The film was already winging its way to the Saturn courtesy of Sega, but a wholly different Megadrive version has been brought to our attention by Viacom New Media, a huge company now set to make their mark in games. Their 16bit Congo sticks to the film by adapting different situations to gamestyles — there's white-water rafting, a 3-D shoot 'em up bit based on the sequence when the party are under gorilla attack in their lunar [illegible] and sections where you play the gorilla. Viacom have two other titles on the go, Shadow, which is a huge 70 level platform shooter, and Zoop, an intriguing new [illegible] puzzle games. We'll feature these next month.

YOU DON'T SAY...

Gus' first time sorting out the fact from the fiction...

We've heard of no less than four titles coming out on the next generation [illegible] bearing the stamp of [illegible] [illegible] Olympics, courtesy of [illegible] [illegible] to be expected multi-event game, but with plenty of [illegible] 3D horse-racing is a part of it). The other will be even more imaginative.
Bullfrog are looking out a few more details of their Saturn intentions. Apart from Theme Park, their recent racer, High Octane will be fronting the line-up. H.O. was a surprise appearance on the PC, and its quick arrival on Saturn is just as newsworthy.
Developers Rowan for Empire software are supposedly working on Flying Corps, one of these ultra-realistic flight combat simulators that PCs are normally so good at. Nothing to see for quite some time.
EA have found their own way to meet the stars - by making their own movies, at Pinewood Studios. Their latest, The [illegible], has hired hard man [illegible] Christopher Walken and others to [illegible] in a murderous tale.
[illegible] (is that right?) Mallard from Disney is set to be the next big cartoon star. He is rumoured to be a Daffy Duck for the 90s. Games are already underway, with Disney Interactive putting the Megadrive game together.
One final note; US Gold has informed us that Megaman on GG has been largened and improved for its UK release, so will probably score higher than its 79% in the May issue. These Capcom perfectionists. Anyway, until next month. Pip pip!

LIGHT FANTASTIC

We goofed with our Light Crusader review last ish. Instead of the paltry 80% we scored it, it should have read 89%. That was down to a production error. So it's great, buy [illegible] sorry Sega, heads have rolled etc.

89

GET SOME CULTS — WITH WARNER HOME VIDEO

How big is [illegible] collecting at home? Is it [illegible] bookshelves on castors, chockful of classic tapes? [illegible] Or perhaps a [illegible] set of drawers underneath the telly big? Or maybe it's rather [illegible] pile of [illegible] under the bed [illegible]

So wouldn't you rather watch some of Warner's [illegible] movies [illegible] copy of [illegible] Murphy which you forgot to return six years ago? Would you [illegible] NOW [illegible] sack of [illegible] new tapes to disperse amongst the general populace?

Wel [illegible]

[illegible] tape [illegible] of the [illegible] edition [illegible] Keaton, Jack Nicholson and the even bigger sequel, Batman Returns [illegible] Classics [illegible] Both [illegible] the [illegible] Warners' cinema release of the [illegible] third instalment Batman Forever!

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0891-318-412 ......CHEATS FOR ALL SEGA CONSOLES [illegible]
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BY ACCLAIM

GAME TYPE BEATEM UP

RELEASE OCTOBER

PRICE TBA

1-2 PLAYERS

24 MEG

COMPLETE

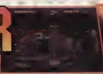
BATMAN FO

Batman Forever is the best film to hit the UK in ages, and needless to say there's a game in the offing, too. And with such a blockbuster set to fly in, it was always obvious who would get first dibs on the Megadrive version...

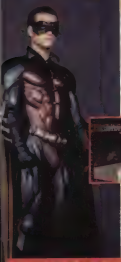
The first thing you saw when you walked into the South Hall during E3 was a huge video wall on the Acclaim stand. As a crap Gloria Estefan wannabe sang away, every now and then you could hear her say something like 'interactive entertainment, there's no way for containment' or some other such crap rhyme. But by far the best part of the video wall presentation were the plentiful clips from Batman Forever. Even as the businessmen tried to squeeze past the humungously fat sods who were wandering around aimlessly, they were stopped in their tracks by images of the Batmobile driving up a wall, Val Kilmer using a tube system to get from one place to another, and Tommy-Lee Jones and Jim Carey up to no good as Two-Face and The Riddler — in fact, as 'Gloria' sang: 'Batman Forever... a movie you must see; two major stars: Kilmer and Carreeeey...'

The **MEAN MACHINES** tip for biggest film of the year, Batman Forever is currently set to do huge business across the UK's cinema's and — as with Judge Dredd — Acclaim had the licence signed up long, long ago to ensure their game would be out soon after. After rumours galore regarding the game content, with stories telling of Scavenger putting together a Doom clone, Acclaim finally announced that Dredd stalwarts, Probe, were handling the coding duties to produce a game said to be 'a cross between MKII and nothing else you've seen.' The final game does indeed take the beat 'em up aspect of the classic Midway coin-op, but couples it with exploration aspects whereupon the Caped Crusader and Boy Wonder wander around a scrolling play area, picking fights with people immediately recognisable from the film. But there's a difference: Batman, his foes and the backdrops are all fully rendered, with the Megadrive somehow coping with loads of light-sourcing as the Dynamic Duo enter their latest video game excursion

OREVER

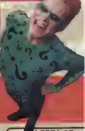


The bat twins head off together



FIGHT!

Both Batman and Robin are armed with all manner of kicks and punches, most of which mirror those you'll see in the film. Depending on the proximity of foes and the type of move selected, over a dozen different offensive capabilities are afforded to each character. Thus, in addition to the expected kicks, punches and aerial assaults, a number of throws and leg sweeps are also on offer. Similarly, as can be expected of a guy with a utility belt, Batman also uses a [illegible] their tracks with a glue gun, sticking oncoming baddies to the floor [illegible] KO-ing them from a distance.



RIDDLE ME THIS...

MEAN MACHINES own selection of silly teasers:

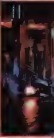
Riddle me this:
What is purchased by the yard, and worn by the foot?

Riddle me that
What is the best way to make a jacket last?

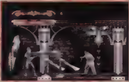
Riddle me this.
Does it fear the sun, or why does it behave so very shy?
It always stays behind one [illegible]

HOLY BAT-DROPS

Every backdrop in Batman Forever has been ray-traced, with the Megadrive's full palette used to give an unequalled level of depth. The rendering process is a long and drawn out one, though, with the graphic artists at Probe first scanning the videos sent by Acclaim US into an SGi machine and then drawing rough guide lines on all the key aspects — corners, recesses, etc. With these rough vectors ported, the lines are tidied up into an approximation of the backdrop, with every circles, line and triangle recreated in full. From here, the light source (or sources) is added to the mix, with the SGi machine automatically generating where the shadows will fall. Whilst this sounds very easy, of all the aspects of Batman Forever it is the rendering which takes the longest with Probe busying several workstations at once as they wait for the light-sourcing to appear.



Chicks love the car.



It takes more than an immobiliser to foil the Riddler.

When sunshine falls upon my nose,
'Tis mine as anyone can see;
It looks sometimes so much like me.

Riddle me that:
They are pretty and polished,
but each one demands
A quite close inspection
Of faces and hands.
Yet you need never worry,
Their features will pass
A most careful inspection:
They're kept under glass.

Riddle me this:
What's the longest word in the English language?

Paul B has his morning pick-me-up.

Allo, allo, what's going on here them?

The Riddler's lair beckons.

BAT-BASICS

Batman Forever is a beat 'em up set across a number of settings immediately recognisable from the film. Acclaim's US development team were given free access to each of the movie's 70 sets, and toured each with a camcorder, making exhaustive notes of colour schemes, hidden passages and the like. This footage was then sent to Croydon-based Probe, who used it to create the game backdrops. Playing as either the Caped Crusader or the Boy Wonder, the player is left to battle through a series of eight-way scrolling stages, fending off cronies sent by both the Riddler and Harvey 'Two-Face' Dent. Resembling an expanded Final Fight, BF mixes the expected kicking and punching action with tortuous platform levels with the player requiring pixel-perfect kicks and timing in order to and on some of the smaller ledges. All in a day's work for the real Super Hero.

GOING THROUGH THE MOTIONS

Motion Capture is a phrase Acclaim are particularly proud to crow about. Basically, it is a mixture of real life action and computer gubbins which allows Acclaim to create realistically-animated and full 3D sprites — all of which move like real people. By placing sensors all over a subject person and making them perform the moves needed for the game, with a computer making a note of the position of the sensors. With these points in order, a rough 3D skeleton can be built up allowing extra detail to be added. The benefit of this system is that, for games like Alien Trilogy where the screen flows around the player's character, only one — fully 3D — sprite is needed, as opposed to a number viewed from differing angles. The system has proved so successful, Warner Bros used it for a scene in the film where Batman falls several hundred feet into an alley — a stunt which would have left Val Kilmer decidedly pancake-like if attempted in real life!

Riddle me that:
What is it, that after you remove the whole, yet some still remains?

Riddle me this:
What is that that is brought to the table and cut, but never eaten?

Riddle me that:
What asks no questions but requires many answers?

Riddle me this:
What do we often catch, but never see?

Riddle me that:
At the beginning of eternity,
The end of time and space,
The start of every end,
The finish of every race.
Riddle me this:
What animal changes size twice a day?

Riddle me this:

LIGHTS, CAMERA, ACTION

As mentioned, Acclaim had access to the film's sets and this invite from Warner Bros also allowed them to work with the film stuntmen. With the actors dressed up as a variety of Two Face's hoodlums and thugs and performing rolls, punches and kicks, similar costumes from the movie were then brought in for the actors playing the game versions of Batman, Robin, The Riddler and Two Face, where more moves are used for each of the main characters. The action was then shot against a green backdrop with a camera filming. The tape was then sent to Probe where the game's graphic artists ported the footage to yet another SGI workstation for inclusion in the game. This system means that Batman Forever is one of the most graphically intensive titles the Megadrive has ever seen.

Asylum sounds good to me

Tee hee, pepper flavoured chewing gum.

The batmobile. Again.

XGANGING UP

Batman and Robin's adventures take them from the streets of Gotham City, to the Batcave and eventually into the island retreat where both Two Face and The Riddler are holed up. The game's plot follows that of the film almost identically, with Robin introduced into the plot much halfway through the game, unless he is chosen for the two-player team game. And if batting through and saving the day doesn't take your fancy, why not beat the hell out of your mates in the one-on-one game Probe have incorporated?

We are little airy creatures,
Of varied voice and features,
One of us is set in glass;
One of us you'll find in jet;
One of us is found in tin;
And the fourth a box in se
within,
If the last you should
pursue
It can never fly from you.

THE FILM

Quite simply, Batman Forever is one of the best films we at MEAN MACHINES have seen in ages. It features a new actor as Batman (Val Kilmer beating the pants off Michael Keaton's version), who is pitted against Two-Face (Tommy-Lee Jones) and The Riddler (Jim Carrey). The film starts with Bruce Wayne doing a tour of one of his many enterprises and meeting with a over-the-top scientist called Edward Nygma. Obsessed with Bruce Wayne, Nygma is desperate to please him and shows the multi-millionaire a device which will implant TV waves directly into the brain. Wayne is far from impressed, though, and fobs Nygma off telling him he is entering dangerous territory tinkering with the brain. Distraught at the brush-off, Nygma uses the machine on his condescending boss and absorbs most of the man's intelligence — a property he knew nothing about. Thus, having boosted his IQ he becomes The Riddler, and teams up with Two-Face in a quest to absorb the intelligence of everyone in Gotham, whilst satiating Two-Face's obsessive wish to kill off Batman. Then Robin enters the mix, but we don't want to spoil it for you...

vGHVNJBVJHB JHB K

Robin stands alone.

WORK IN PROGRESS

WATERWORLD
MEGADRIVE
DEVELOPERS
OCEAN

WATER

Since before someone once remarked he looked like Man From Atlantis, Patrick Duffy, Steve has had an empathy for the rhythms of the ocean. Having braved jelly-fish, lolly sticks and the population of Clacton's No. 2s, who else to go paddling in Ocean's Waterworld?

With a budget which has reputedly topped the $180 million bracket, making it the most expensive film to date, Waterworld's trek from the script to the big screen has been beset by problems. With the film opening around the same time as you read this, Kevin Costner's epic tale of a world 90% underwater, futuristic pirates and a quest for dry land is either going to blow our minds or sink to the bottom of the ocean alongside the Titanic. Whatever happens to the film, there's no doubting it is one of the highest-profile movies to date, and ever quick to attach themselves to the latest blockbusters, the aptly-named Ocean have weighed in with a 16MEG cart following Kev's exploits. Costner plays a heroic bloke with gills called 'The Mariner' and his constant quest for survival brings him into contact with a young girl known only as Enola. Rumour has it that Enola knows where the only unsubmerged island can be found, and keen to flee the floating shacks man has been forced to assemble, the Mariner sets out to find the girl and the island. Sadly, the film's arch-baddy, *Deacon* (played by Dennis Hopper, not Joey) is also on Enola's trail, so Mariner becomes embroiled in a running battle for the future. Which is where Ocean's game comes in.

IT DON'T MATTER ATOLL

Society of the future [illegible] different from the council-estated, and suburban sprawl [illegible] and a quest that [illegible] planet being [illegible] our [illegible] floating [illegible] called 'Atolls', [illegible] named to the groups of little volcanic islands in the present-day Pacific. The 'Atollers', as the inhabitants of these

RWORLD

[illegible] primitive communities can [illegible] themselves, have to make do [illegible] the unpredictability of the [illegible]

[illegible]

[illegible] that Kevin [illegible] Costner).

Aaaaaaanyway, you come along in the guise of [illegible]

[illegible] place. And gone [illegible] attack by the Smokers. The [illegible] you are given by [illegible] Atollers, which will lead you eventually to [illegible] Corner'?) and finally the [illegible] of Man. Which has an abundance [illegible], an attractive water- [illegible]

I DON'T LIKE YOUR BOATRACE

You find yourself tacking [illegible] which [illegible] these [illegible] away from the [illegible] cohorts nip in to abduct the [illegible]. If one should be [illegible] pursue and destroy the craft.

[illegible]

[illegible]

KIDNAP DINGHY

[illegible]

This cheeky device is [illegible]

[illegible] their stuff.

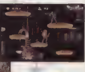
SLAVE SHIP

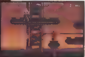
[illegible]

SHOPPING IS MY FUTURE

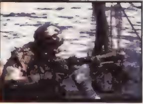
These changing [illegible] can disappear under melted ice caps, but people will always have time to go shopping. And so do you. When you complete a level, you have the [illegible] game's [illegible] section.

WATERWORLD





These atolls need a woman's touch. Look at the state of the floor.



STILL OF THE NIGHT

[illegible] drive [illegible] the [illegible] Sega Magazine [illegible] good [illegible] a load of the rendered sequences constructed to promote the game across all its formats.

DIVE! DIVE! DIVE!

Diversity being a feature that seems to [illegible] ment of Waterworld [illegible] accessed from the 'diving buoys' [illegible] from [illegible] grabs [illegible] pass [illegible] goes [illegible] search [illegible] underwater [illegible] treasure [illegible] two [illegible] and [illegible] lunches [illegible] sea-life [illegible] continue [illegible] breathe [illegible] Anyth [illegible] you ca [illegible] as a b [illegible]

Well this is a barrel of laughs

Looking like a bad case of the bends

WATERWORLD

FISHINATING FACTS

Yes, Waterworld is, as tirelessly stated the most expensive film in history at $160m, beating its closest also ran, True Lies, by a good $60m-$70m.

With that kind of money, you could buy every man, woman and child in the UK a McDonalds value meal. In fact, you could even '[illegible] their meals' with large fries and coke.

But most KFC meals would be too expensive. Or you could just go for the Big Mac meal and include the Republic of Ireland too as a 'nice gesture'.

Much of the cost was down to troubled filming, with stormy seas and the main set, in excess of $1m, sinking. Leave the plug in next time, [illegible]

Incredibly, with the set lost, the crew decided to rebuild it from scratch to do the last few scenes of filming.

Filming on water is several times more expensive than on land, because of technical support and practical difficulties. But, hey, it's fun!

No one from the press has yet (at time of press) seen Waterworld. The film has its critics and supporters, but it's all gossip and hearsay.

Waterworld was bankrolled by Universal, the studios behind the last two summer hits: Jurassic Park and The Flintstones.

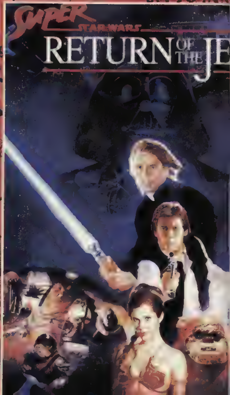
The director, Kevin Reynolds, stormed off the project when control over editing was taken off his hands. Lead star Kevin Costner has stepped in. Amazingly, much the same thing happened on a previous [illegible]

AUTUMN

T[illegible] people [illegible] of George Lucas' [illegible] Wars Trilogy obvious[illegible] y haven't got cable yet in their padded cells, as such figures amongst the most successful movies of all time. And in the twelve years since Return of the Jedi was released, there has been no [illegible]

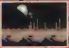
[illegible] game trilogy for the Super NES which marked the active [illegible] predictable platform action. It's the last of this series, Super Return of the Jedi, that THQ have selected as their Star Wars opening gambit for the Game Gear. The aim is to make the conversion as faithful as possible. All of the game's sections are included with the storyboard and scenery, from Jabba's Tatooine hideout, to the climactic battle around the semi-built Death Star. With work roughly half-completed on the project, it's clear that Realtime, who are handling [illegible]

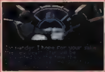
the Super [illegible] gameplay, with some tasty backdrops there already. A further and fuller assessment nearer the time of the game's projected release in the autumn.



NO MORE HEROES

On many of the levels you are given a [illegible] [illegible] Leia or Chewbacca [illegible] trapped in [illegible] block of Carbonite until rescued. The Jedi team members use lightsabers, while the gung-ho mercenary types employ their blasters.



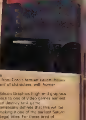


TIP TOP ACTION

Many 3-D sections represent [illegible] speedy or vehicley, like the [illegible] [illegible] resist doing the Endor sequence in 3-D.

[illegible]

SHELLS



Different software houses have different profiles and characters. There's Virgin with its penchant for getting into bed with Disney, while Acclaim has a sweet tooth for big action movies. So where does this leave Core, a Brit developer who have grown like topsy in the last ten years? Basically, Core likes machines. Big ones. Anything with an engine, and preferably a gun attached, inspires its games and gameplay. As evidence, take Jaguar XJ220, BC Racers, Thunderhawk, Battlecorps. And now there's Shellshock.

Shellshock is Core's first next generation console title, leap-frogging a lot of the 32X work it did in the early part of this year. Many of the game elements come from Core's familiar canon: heavy weaponry, hostile 3-D wastelands, lots of levels, technical innovation and a 'team' of characters, with homeboy type attitudes.

Shellshock was put together with the best kit in the business. The project has Silicon Graphics (high-end graphics rendering) stamped all over it. However, the basic idea of the gameplay goes back to one of video games earliest roots: the seek and destroy tank game.

Core is uncharacteristically definite that this will be out for October, making it one of the earliest Saturn third-party (non-Sega) titles. For those tired of wind-up knights and virtual fighters it can't come soon enough.

MAKING TRACKS

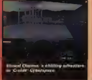
[illegible] on your progress, even down to the extra weaponry and money you have. We may as well list the range of playing conditions devised, each taking place in one of several times of the day:

[illegible]

Desert

[illegible]

Rubble
Scrubland
Sand
Snow
Swamp
Shallow water
Ice
Quicksand
Deep water



[illegible] a chilling adventure in [illegible] Cyberspace

MERCENARY ATTITUDES

[illegible] with Capt. Jake Cutter and his two compatriots taking the [illegible]

TANK WHIRL

[illegible]

This bubba ain't for doing the weekly shop.

SOME CORNER OF A FOREIGN FIELD

[illegible]

Playing against another human.

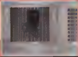
Halt! Your papers, please!

The hustle and bustle of the modern urban [illegible]

WHITE LINES

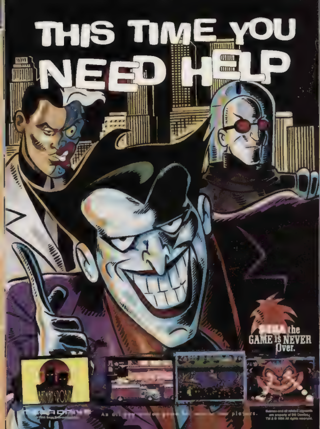
[illegible]

…ine convincing



A portion of the texture has been laid over the wire frame.

The bare bones of the graphics in the form of the wire frame.


THIS TIME YOU NEED HELP
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SEGA the GAME IS NEVER Over.
players.
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SATURN

Never, in the field of hardware conflict, has so much been owed, by so many, to one machine. Our magnificent man, Gus, takes to his flying machine to view Wing Arms.

WI ARM

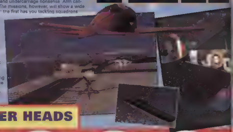
Some months ago, Japanese magazines were given access to some early pictures of a 3-D shoot 'em up, of which firm details were sadly lacking. What became known as the 'shooting game' in the UK games press has reappeared as Wing Arms. With some reservations, Sega allowed us to test some of the early levels and take exclusive development shots.

The reservations come from the undeniable fact that the game is still very early in development, and these pictures might give a false impression. They certainly don't give a proper impression of the speed and graceful movement of the game that MEAN MACHINES at least have marked as a possible future classic

Wing Arms is strongly reminiscent of Wing War, Sega's polygon arcade dogfighter in more than just name. The game concept, aerial battles and the choice of a clutch of second world war planes are both in tune with the two-seater coin-op that claimed its own devotees last year, though not on the scale of Daytona or Virtua Fighter 2.

The action looks to be heavily arcade orientated rather than 'flight simmy', so there's none of that taking off and undercarriage nonsense. Arm cannons, aim missiles and your off. The missions, however, will show a wide variety. Only two have any shape: the first has you tackling squadrons of fighters above a group of islands in the Pacific. The second is pretty breathtaking already, a bombing run on a harbour occupied by the mother of all battleships. An added attraction is the complete control you have over your craft — no predetermined levels like Panzer Dragoon.

There's a good four months work left on this project if it is out in time for its Christmas release. MEAN MACHINES will be returning to it when there is more substance to the levels, but the core of the game, we must say, looks mighty promising.



PROPELLER HEADS

At the moment there are sever different polygon planes. These cover different military eras and conflicts in recent military history. Each has its own handling characteristics and may have differen weapons. A strategic element may be added by making some craft more useful for certain missions. Cockpit layouts also vary. The plane shown in most of these pictures is a version of the British Spitfire, one of the most advanced in programming.

Claire seems to think I know about the different planes. Au contraire...

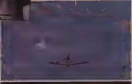
This is the blue one. Note the interesting hole at the front.

And this is the red one. With yellow 'armpits' as they are technically known.

NG
MS

BLAZE OF GLORY

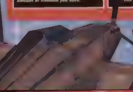
From the outset, Win Arms looks like being a fire-fight. All the planes are equipped with cannons, and at the moment, a single type of missile, that leaves a smoky trail when launched. Plumes of smoke erupt from winged enemy fighters as they fall to earth and when you approach ground defence, huge streams of ack-ack fire trac across the sky.



You can actually use cloud cover to shake off enemies. Here you are surrounded by fire.

This incredible dive shot shows the amount of freedom you have.

Let's bomb Fantasy Island. Eat this Tattoo!



This one has a co-pilot bit, and a large black knob.

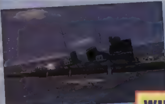
The Spitfire. We can tell because of the bullseyes.

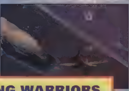
This might be a [illegible] plane. Might not. These captions were a bad idea.

This is the flash one. In turquoise. Not suited to night raids sweetie.

MARTIAL ART

The aerial world of Wing Arms is a mixture of polygons, scaled sprites and textures. Following on in the 'Virtua' tradition, there is a choice of viewpoints, three at present. The cockpit view shows the plane's instrumentation and is touted as the most 'realistic'. A chase view shows your plane itself and more of the vista. The third view zooms out of your plane to a remote position some way in front. Apart from allowing you to see enemies behind, it provides an interesting movie-like perspective on the action.





WING WARRIORS

Wing Arms bears more than a passing resemblance to Wing War, an AM3 produced dog fighting game of early 1994. Using an eclectic selection of planes two players could engage in combat via linked booths. The board used to power the game was not of the level of later polygon titles like Daytona. Though Wing Arms has similar gameplay ideals, sprite scaling is used to a greater extent. Wing War may yet appear on 32X.

Pull up! Pull up! You crazy kamikaze fool!

Wing War and Wing Arms — seperated at birth.

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PREVIEWS

PRIMAL RAGE

With Sega fans looking to the future and the rendered games the Saturn offers, Time Warner are looking to a future where dinosaurs again rule the Earth. Yep, fresh from its outing on the Megadrive, Primal Rage is about to hit the Saturn in a conversion Time Warner and Probe reckon is identical to the coin-op.

Even when you consider the Saturn's capabilities for graphics handling, it seems unlikely the machine could handle some of the coin-ops doing the rounds. But as AM2's forthcoming conversions of Virtua Fighter II and Virtua Cop prove, Saturn's 32bit black box is proving surprisingly adaptable — and Probe look set to push it further in a conversion with EVERY feature from the arcade game retained. Yep, we're talking all the gore, options and intro sequences intact — incredible when you consider the coin-op used over 900MEG for the graphics. Probe's 32bit conversions are leading on the PlayStation with the Saturn code ported over from the Sony machine. At the time of writing, it's some 70% complete, with Time Warner aiming to unleash their 32bit dinos in November...

BY TIME WARNER

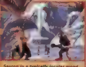
GAME TYPE BEAT [illegible]

1-2 PLAYERS

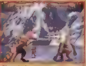
PRICE TBA

RELEASE NOVEMBER

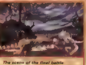
COMPLETE



Sauron in a typically jocular mood



Blizzard's face turned into a Slinky



The scene of the final battle

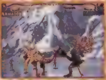
Pick a beast. Any beast

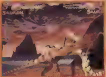
RATIO [illegible]

[illegible] and that [illegible] ratio wasn't [illegible]

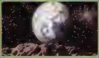
[illegible]

[illegible] the story so far.





[illegible] But not for long.



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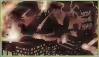

[illegible]

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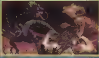

Steve here, Sega Power just sent me a bunch of flowers...

...it was because they tried to spoil our EWJ2 cover...

I'm just more surprised that they could afford them

CLAWS AND EFFECT

The Saturn's six buttons expand upon the coin op's four by adding extra punch and kick moves to the action. However, as befits a game featuring duelling dinosaurs it's the special moves which cause the most interest and here's a guide to who does what

ARMADON

HORNICATION A basic goring move. The Primal equivalent to an uppercut

BED-O-NAILS Armadon curls into a protective ball. Good for deflecting jumping attacks

THE GUT GOUGES Gouging his opponent's stomach Armadon's horn is then used to flip them over his head'

RUSHING UPPERCUT A charging move finished with a goring Hornication

IRON MAIDEN Another spike based move with Armadon jumping and [illegible] so his spikes crush his foe

SPINNING DEATH A rolling attack

FLYING SPIKES Armadon's spikes can also be thrown as seen here

BLIZZARD

ICE GEYSER Creates a huge pillar of ice

COLD BREATH Exhales a cloud of freezing frost which temporarily stuns its victim

MEGA PUNCH Four are on offer, all of which are devastating

PUNCH BAG Grab 'em by the head and pummel their face

AIR THROW/THROW Pretty obvious really

CHAOS

FART OF FURY A nasty gaseous emission

POWER PUKE Beats a fireball any day

GROUND SHAKER Just like Jax's floor slam in MKI

GRAB'N THROW Just like it say, grab 'em, chuck 'em

BUTT SLAM Makes Mario's jump attacks look woossie

BATTERING RAM A basic charging move

DIABLO

TORCH A close range attack which stuns foes

HOT FOOT A ground blast which sends them topping

FIREBALL Obvious and I'm not explaining it

MEGA LUNGE Another charge attack

INFERNO FLASH A huge burst of fire halves their energy in an instant

PULVERISER A stomping move — like Chaos' Butt Slam

SAURON

PRIMAL SCREAM An energy field which stuns close range attackers

LEAPING BONE BASH A jumping attack followed by a tearing of flesh. Ace

STUN ROAR A fancily named fireball

EARTHQUAKE STOMP A high jump which knocks your opponent off their feet

NECK THROW Bite 'em, chuck 'em. Again

CRANIUM CRUSHER Using his head as a battering ram.

TALON

THE SLASHER A two fisted attack used against jumping attacks

BRAIN BASHER Another jump move

JUGULAR BITE The name says it all

FACE RIPPER Once again it's too obvious for me to recount

POUNCE'N FLIP A jumping attack where their weight is used to throw them

FRANTIC FURY A manic frenzy of slashing claws

VERTIGO

VENOM SPIT Another fireball under a different name.

ANKLE DRAG Uses his tail to say Get over here! Familiar?

STING Another tail-based attack. Excellent

VOODOO SPELL Another fireball but one which instantly stuns its victim

TELEPORT Obvious

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That man on the shag pile's...

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IF YO[illegible] IS MISSING, CONS[illegible] NEWSAGENT

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BY VIRGIN

GAME TYPE PLATFORM

RELEASE	PRICE
AUTUMN	TBA

1	24
PLAYERS	MEG

COMPLETE

A flurry of phonecalls, a deadline dash up the M1 and we are able to bring you this first part in a two-stage preview of Cool Spot Goes to Hollywood, one of Virgin's big 16bit titles for Crimble. This month's development shots — the first seen anywhere in the UK and probably the world, are designed to whet your appetite for a larger feature next month.

Cool Spot is being developed by Eurocom, a fast growing team in the heart of the Midlands. They've had associations with Virgin in the past — putting together Jungle Book on Megadrive, and the recently acclaimed Earthworm Jim game gear conversion.

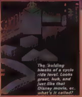
Eurocom's work is completely unconnected to the Saturn version, previewed last month, but they both share a basic game design of taking the platform game into the exciting, but tricky domain of the isometric adventure. With the premise of a jaunt through parodies of Hollywood blockbusters, both games have overlapped in some territory, with similar pirate ship and ghost levels.

The scope of what they guys in Derby are trying to do is pretty frightening. They're attempting (and it seems largely succeeding) to squeeze the Megadrive hardware to its limits, and incorporate as many different gamestyles as possible into the mix. A concurrent 32X version is running side by side with extra graphic detail and effects coming from the superior hardware. Both versions are set to receive rather a lot of attention. Don't miss next month.

RAM RAIDERS

With an isometric perspective to the game, Cool Spot's characters need to be viewed from several angles. To make the graphic process quicker [illegible] the sprites were first rendered on a 3D [illegible] [illegible] always, is a constant consideration.

Hel[illegible] fab. Wel[illegible] here



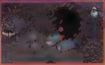
The 'building blocks of a cycle ride level. Looks great, huh, and just like that Disney movie, er.. what's it called?

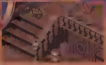
SPOT
GOES TO
HOLLYWOOD

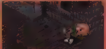
VARIETY SHOW

Variety of gamestyles figures large, with the team investing most of the [illegible]

Next month: the levels that never came to be, and the secxret sub games!







Virtua Fighter 2

BY SEGA

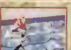
GAME TYPE SHOOT 'EM UP

1-2 PLAYERS

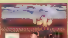
PRICE [illegible]

RELEASE [illegible]

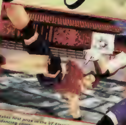
COMPLETE



Check out the detail on the texture-mapped ring



Virtua Fighter



Lion takes first prize in the VF Electric Boogaloo breakdancing compo

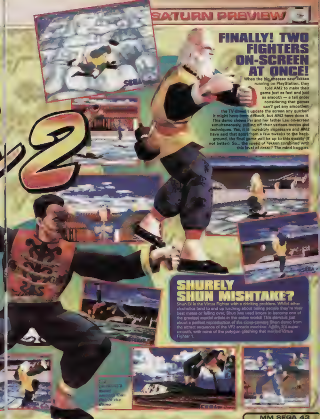
The race between PlayStation and Saturn has certainly been very, very interesting. There's little doubt that the best Saturn games play better than the best PlayStation ones, but the Sony games definitely seem to have something of a visual advantage.

Well, all that's set to change thanks to Sega's number one videogame-creating outfit, AM2. They've developed SGL (Sega Graphics Library) and pushed the Saturn to its graphical limits. The first games to use SGL are Virtua Cop (see last issue) and Virtua Fighter 2 — and both of them are shaping up to arcade-perfect. It's these games (along with further SGL projects) which Sega hope to win the next generation war with, because let's face facts: Clockwork Knight and Victory Goal aren't going to do it on their own.

We brought you a mini work-in-progress of Virtua Fighter 2 a couple of issues back and since then work has progressed at a frightening rate. Three more characters have made their way into incredible demos and the rest are currently sitting on AM2's workstations, waiting to be squeezed down into Saturn. So, what has been released picture-wise by Sega of Japan to date? Well, just look at these screenshots and tremble!

YOU LION GIT

One of the most spectacular moving characters from the VF2 coin-op is Lion Rafale, the Frenchman who's mastered Preying Mantis Kung Fu. Lion's distinctive fighting style has been perfectly reproduced in the latest Saturn Virtua Fighter 2 demo. Interestingly enough, VF2 actually features a lot less polygons than VF1 on the Saturn! AM2 have skilfully used texture maps to reduce the amounts of polygons required whilst retaining a level of detail very close to the original arcade machine.



FINALLY! TWO FIGHTERS ON-SCREEN AT ONCE!

When the big cheeses saw Tekken running on PlayStation, they told AM2 to make their game just as fast and just as smooth — a tall order considering that games *can't* get any smoother: the TV doesn't update the screen any quicker! It might have been difficult, but AM2 have done it. This demo shows Pai and her father Lau on-screen simultaneously, pulling off their various moves and techniques. Yes, it is incredibly impressive and AM2 have said that apart from a few tweaks to the background, the final game will be up to this quality (if not better). So... the speed of Tekken combined with this level of detail? The mind boggles.

SHURELY SHUN MISHTAKE?

Shun Di is the Virtua Fighter with a drinking problem. Whilst other alcoholics tend to end up lurching about telling people they're their best mates or falling over, Shun has used booze to become one of the greatest martial artists in the entire world! This demo is just about a perfect reproduction of the close-camera Shun demo from the attract sequence of the VF2 arcade machine. Again, it's super-smooth, with none of the polygon glitching that marred Virtua Fighter 1.

[illegible] performs a [illegible] [illegible] like [illegible] in the demo

BY SEGA

GAME TYPE PL

1 PLAYERS

COMPLETE

CLOCK WORK KNIGHT 2

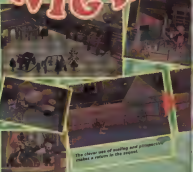
When we first got our Saturn, we thought that Virtua Fighter was possibly the best thing ever and we waited with bated breath for Clockwork Knight — the 3D platform game that promised to revolutionise the genre. Well, CK proved to be quite a disappointment in the long run, with its dated 16bit gameplay and lack of challenge (it made Sonic 3's challenge akin to successfully scaling Everest).

When we heard that the sequel promised to be more of the same, we weren't exactly enthralled by the prospect. However, now we've actually seen the game running, our opinion of the project has been lifted just a tad. It certainly looks as though the original programmers (who, admittedly, were rushed with the first game) have taken all of the criticism of the first game to heart and have made a concerted effort to put it right.

One thing that hasn't changed at all is the level of presentation. Just like the first game, CK2 features some absolutely excellent Silicon Graphics-sourced full-motion video sequences which set the scene really well. The grossly under-used 3D engine for the first game has also been put to good use in the sequel, with intro sections that show the level graphics spinning around the eponymous Clockwork Knight. It really is quite impressive.

In terms of challenge, it looks as though the game's difficulty has been boosted significantly — probably because of the critical mauling the Far East journos gave it. Clockwork Knight 2 features eight separate levels now — that's 100% more than the first game. Let's hope that it requires something more than an extra 100% effort to complete it, as we seared through the game the same day we got it.

So, although we're quite impressed with what we've seen so far, we're still a bit wary of this game. Next month, we'll be carrying the definitive review, so look out for that.



The clever use of scaling and perspective makes a return in the sequel.

Clockie's chuffs knock out the toy giants

BOSS-TUM STRANGLER

Since the days of R-Type, just about every videogame has included "bosses" — enormous deadly creatures lurking at the end of a level bent on your destruction. Unless they're Sonic game bosses, who allow you to jump on them repeatedly and thus finish the game in less than a day. Clockwork Knight 2 continues the fine tradition started in the prequel by giving you some spectacular-looking bosses to kill. One of them that you'll meet is this huge snake made up of toy bricks. It zooms around the level in 3D and is a mere taster of the boss-related treats in store for you on later levels. Let's hope they're a bit more difficult to defeat in this game.

SAME AS IT EVER WAS

[illegible]

BY INTERPLAY

GAME TYPE ARCADE

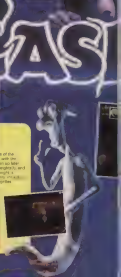
1 PLAYERS

COMPLETE

With The Flintstones starting the trend, Casper The Friendly Ghost is the latest cartoon to receive the movie treatment. Created in the 20s as a series of shorts, the Casper cartoons starred the titular spook whose only goal in life was to make friends. However because of his spectral nature his appearance [illegible] tually everyone to death until... sigh, it took [illegible] a cute puppy to see beyond the ectoplasm ext[illegible] the loveliness inside. Sigh.

With Spielberg's Amblin at the helm, the movie version of Casper runs along similar lines with an evil property developer out to knock down an old house in order to build on the land. Before she can, though, a would-be supernatural investigator and his daughter move in to validate rumours of spooky goings-on in the old building. Needless to say, the daughter (played by Christina Ricci out of The Addams Family) chums up with Casper, and is introduced to his three uncles Stretch, Stinky, and Fatso — with the spooks eventually teaming up to try and prevent the house's destruction.

Of course, with Spielberg's lot at the helm, there was no way Casper's spooks were going to be men in sheets. Jurassic Park bods, ILM, have once again gone to town with their SGI machines and the film boasts more computer generated animation than any other to date — with the ghosts genuinely interacting with the actors, and [illegible] spending well over hal[illegible] the film on screen. The film is out already, but Interplay's Saturn game is set for a November release, but for now feast your eyes on these, the first (admittedly [illegible] foggy) shots.



CASPER -BLANCA

Casper: The Game is a large arcade/adventure, with the player stepping into the nebulous shoes of the 'Friendly Ghost'. Set within the film's dimly-lit mansion, the game is an eight-way-scrolling affair with the player moving the Casper sprite from room to room in search of useful objects and clues to open up later stages. The assorted rooms and corridors contain all manner of coloured keys, food and lead weights(!), and these can be added to our hero's inventory (although just how a spectral figure carries a lead weight is [illegible] for later use. Similarly, some of the objects Casper finds endow him with new powers, [illegible] a spiral icon which, when selected, allows him to take short cuts through the house's many air grilles

PER
I found an Apple

GIVE US A CLUE

Casper's eventual aim is to somehow stop the evil property developers from flattening his house, and this is effected through a subtle build up of clues. Initially, Casper moves pictures and solves sliding block puzzles to open up previously inaccessible areas of the house, but as more of the house is unveiled he ventures into its cellars and attic for more concrete ways of thwarting their plans ... with the [illegible] other characters [illegible]

I found a Jigsaw Piece

[illegible]

TOT FOOT

TOTAL FOOTBALL

BY ACCLAIM

GAME TYPE SPORTS SIM

RELEASE	PRICE
JULY	TBA

1-5 PLAYERS

16 MEG

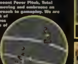
COMPLETE

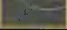
Les Ferdinand looked as comfortable at Acclaim as when wearing that red chiffon number on Noel's House Party. He was there to add a touch of class to their new footy game Total Football. Les spells it out on their promo video: "total realism, total control,Total Football...".

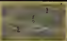
The name may be familiar. Total Football was originally a Domark project, flaunted at a previous ECTS, but when the company had a minor seizure last year, Acclaim agreed to pick up several of their intended 'properties'. In the event, two completely different versions of Total..., for Megadrive and SNES, were created. The SNES had the talents of veteran programmer John Ritman, who created several Spectrum classics (including Match Day: the definitive speccy soccer game). And the Megadrive...didn't.

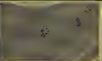
As the press (that's us) watch Les deliver his video spiel (like all footballers he does it with the goalmouth as a backdrop while squatting on his haunches and affecting a serious expression) Acclaim point out that Les is not actually in the game, but just adding his endorsement.

Like US Gold's recent Fever Pitch, Total Football is fast-moving and embraces an arcade-style approach to gameplay. We are regaled with talk of sixty player moves and 3000 frames of animation. The programmers talk of a whole Meg being used on the crowd and presentational features. Decadence indeed. As with many presentations from new football game programmers, there is ranting about the faults of FIFA. We don't care. We've played FIFA, we have our own opinion of it. We came to see something new. The presentation over, we climb into a limo and head for a sports-themed lunch. Les is charming and makes conversation. Total Football comes out next month.









"Leg it. That pervy goalie's doing a mating dance..."

MEAN MACHINES are sorry to announce this is your mates running away from you.

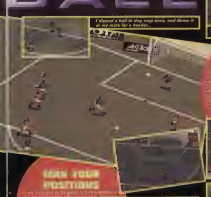
Those goalie nets look like crappy shopping baskets. Like Paul Bufton's Mum uses.

TAL
BALL

I reckon Les Ferdinand's crap I do.

The EMAP XI sod off for an ice cream.

I dipped a ball in dog crap once, and threw it at my mate for a header...



THAT'S ENTERTAINMENT!

In a bid to add some reality to the real world o console soccer, the programmers are developing an interactive goal celebration mode. What this means that you have some control over how your scorers react to a goal. There are a series of running celebration moves, like outstretched arms and somersaults. Even more bizarre are the finishing moves. Some involve belly-button flashing or doing Elvis impressions(?). Actually, Steve says that it's not Elvis they're impersonating, it's Alan Shearer.

MAN YOUR POSITIONS

Any 'tricks and' to the game, including options or even having the game split into halves is

They're leaving that to the end, concentrating on gameplay first. What they intend is full international squads, pl conditioning and variable formations. They are also working on an intelligen player select system to avoid the frustration of being away from th action, although you can opt to 'roleplay' just one player and

You know the fat kid who always got picked last in games? He edits Sega Power now.

GARFIELD

BY SEGA

GAME TYPE PLATFORM

RELEASE NOVEMBER

PRICE TBA

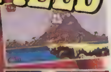
1 PLAYERS

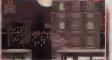
16 MEG

COMPLETE

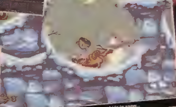
After adorning the coffee mugs and post-it notes of disillusioned office workers worldwide, fat [illegible] Garfield is finally binning his ahs-so-wry c[illegible] in favour of a stand for yoof culture. However, this doesn't mean he's bringing out a range of glow-in-the-dark club-friendly t-shirts. [illegible] actually going to get off his [illegible] arse and appear in a Megadrive game. [illegible] the lasagne, game heads.

[illegible] off though. We're all totall[illegible] that Garfield is probably THE most unlike[illegible] hero ever leveraged. But the thing is, Sega [illegible] have been working on [illegible] game all year. [illegible] reckon that it's going [illegible] be the biggest Me[illegible] of the year. [illegible] to believe, we know, [illegible] to be said that [illegible]graphics are looking rather [illegible] So, to the [illegible]play. As you'd imagine, Garfield [illegible] appear in anything other than a platformer, and this is a frolic of gargantuan proportions — spanning 33 levels in all. All of which Garfield waddles through, picking at pizza and burgers along the way. Arch enemy Odie makes a few guest appearances from time to time, with the sole intent of destroying Garfer's day. Wow, just like the cartoons! [illegible] Garfield will be released in November. These screenshots are taken from a practically [illegible] get an idea of [illegible] will be. Ahem.





I went out with someone fat and ginger. She said she was 'Strawberry Blonde', though.



The height of stupidity: a ginger sod trying to hide in snow...

MEAN MACHINES SEGA
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Yep, why bother buying other tawdry Sega magazines when Britain's best-selling one offers such fantastic value for money. Not content with bringing you all the best exclusives on all the biggest games first, unrivalled Saturn coverage, and the odd Master System review we're now offering the mag at a price others can only dream of. Gor blimey guvnor, we're cuttin' our own bleedin' throats I tells yer.

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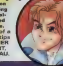
After all these months of waiting and holding back top Saturn cheats, the next generation has finally arrived! Coo-er! You should see the stack of stuff clogging up the Department of Tips on **MEAN MACHINES**, all ready and raring to go. First off this month is Gus' speed demon guide to the tracks of Daytona (he's been practising those corners in his new sports car, you know), followed by none other than the Steve Merrett guided tour of Mega City One for Dredd on the Megadrive. Saddle up, strap yourself in for the tips rush of a lifetime, and don't forget to whizz those top tips and cheats to: THE DEPARTMENT OF TIPS, HER MAJESTY'S MEAN MACHINES, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.



MEGADRIVE

THEME PARK

EARN POTS OF CASH AND START WITH A BUNDLE

For all you budding Walt Disneys out there here's your chance to hoard absolutely stacks of cash in the number one Megadrive title Theme Park. From an anonymous source called the Megadrive Expert, the following codes are guaranteed to start you on your way with moolah galore!

T[illegible]34OJFGMOC
[illegible]9QJFGDWN
[illegible]RQJPGAJ3
[illegible]RQJRFOP2
[illegible]RQJ9FWTF
[illegible]8RJ9FSY[illegible]
[illegible]98JFF4RA

If, however, you can't be bothered to w[illegible] of the levels and feel like setting up the ul[illegible] with a budget of £10, 000, 000 and all the r[illegible] then give Andrew Clarkson from Goole, North Humberside a round of applause. Andrew claims that if you go to the 'Set up A New Theme Park' option and enter ZARKON as your name, all the cash and rides are up for grabs.

My what a scarey rollercoaster NOT!

SOLEIL

TONNES OF CASH!

Thanks [illegible] Andrew Clarkson, you need never feel hard [illegible] when exploring the levels of Soleil. Apparently, once your character can jump, go to the Training Ground. Now choose the Immediate Course and go halfway to the two spinning Fire Traps. Find the red switch under the bottom trap and jump on it. This will reveal a whole stack of coins. Grab them all and simply save your game before resetting. Start the game as before and do the same until you've amassed enough cash. Cool!

I'm sure I dropped my car keys near here

PETE SAMPRAS '96

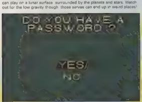
SECRET ROBOT PLAYER AND SPACE COURT

Once again our spies have infiltrated Codemasters HQ and uncovered some serious tips for the all new version of 'Pisto Pete's tennis game. Hidden in the character selection is the ultimate T 2000 player called simply Robot. Her serve will send the opposition reeling! To access her as a playable character go to the Password screen in the World Tour and enter ROBO in a blaze of balls Robot will enter the character selection. Top notch.

What's more, it has also come to our attention that a hidden Space Court is also accessible in the same password fashion. As before go to the Password screen but this time enter TIMEWARP, and hey presto, you can play on a lunar surface surrounded by the planets and stars. Watch out for the low gravity though, those serves can end up in weird places!

ROBOT
KUROSAWA

Do you reckon she drinks WD 40 instead of water?



DO YOU HAVE A PASSWORD?

YES/
NO

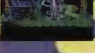
ENTER YOUR PASS
A B C D E F G
M N
83 MPH

WARLOCK

LEVEL CODES

Not a particularly special game but nonetheless Graham Dugson from Luton did spend a lot of time getting the codes together for his fellow tipsters, so here they are

LEVEL 2 – SRVDR
LEVEL 3 – B?STR
LEVEL 4 – P?FJP
LEVEL 5 – PCBRL
LEVEL 6 – ?NSJ
LEVEL 7 – NRVNA
LEVEL 8 – NLYNG
LEVEL 9 – BTBYS



BLOODSHOT

RESTORE ENERGY AND LEVEL SKIP

At any time in the alien infested corridors of Bloodshot PAUSE the game and enter C, C, B, A, DOWN and DOWN to replenish lost energy. Alternatively press UP, A, UP, A, A and DOWN to chicken out and jump to the next level. [illegible] for the cheats.

MEGADRIVE

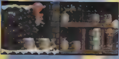
PUTTY SQUAD

LEVEL CODES

We think Putty Squad is pretty fab on the Megadrive, so it's hats off to Pete Stitson from North London for this vast collection of level codes.

LEVEL 2	YTREWQ
LEVEL 3	USTIJNN
LEVEL 4	ELBARM
LEVEL 5	MEHYAM
LEVEL 6	SSENDAM
LEVEL 7	LLEB
LEVEL 8	TONKFEER
LEVEL 9	CBARA
LEVEL 10	DRATSUC
LEVEL 11	OMZG
LEVEL 12	FLOWEREA
LEVEL 13	PUREWOI
LEVEL 14	EVALS
LEVEL 15	REDNIRG
LEVEL 16	CINATIT
LEVEL 17	DAEHOM
LEVEL 18	YSSIRHS
LEVEL 19	[illegible]MARH
LEVEL 20	ECNA
LEVEL 21	RETNUH
LEVEL 22	DORTOH
LEVEL 23	YTSEB
LEVEL 24	[illegible]RSAG
LEVEL 25	DEKCERW
LEVEL 26	EZIGRENE
LEVEL 27	REFFUP
LEVEL 28	DENAM
LEVEL 29 —	ECALAP
LEVEL 30 —	IRARREF
[illegible] —	REHSINUP
[illegible]	YEOIPS
[illegible]	RE[illegible]N

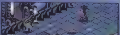
LIVES
STARS
MIA
USE



SKELETON KREW

LEVEL CODES

Adam T[illegible] from Swindon and has clearly been busying away at Core's latest adventure to bring you these Level Codes. Cheers Adam!



TOUGHMAN CONTEST

SUPER CODES

If you reckon yourself to be a bit of a heavy weight contender, or you need a bit more of a challenge, then Brad Staines from Peterborough may just have the answer with his super codes. To enter the codes, go to the Restore From Password and tap in the following:

NUBE — Director's Cut (Opposition with no head)
FOSTER — Stealth Mode (Opposition in black with ninja reflexes)
BLT — To the Death (No timer, only TKOs can end the bout)
HYPER — Caffeinated Mode (Turbo Speed)
MAXX — Iron Man Mode (Invincible)
WEASEL — Little Napoleon (Small Opponent)
NUCLEAR — Nuclear Waste Man (Glows like he's just taken a dip off Sizwell)
MRBUCKEYE — All The Moves (Every Super Move is selectable)
SUPERG — Whoop Ass Mode (Max difficulty)

RESTORE TOUGHMAN
EA SPORTS

GAME SETUP
Restore From Password
EA SPORTS

MICRO MACHINES 2

BONUS LIFE

According to Micro Machiners Mark Brierly and Dan Parkinson from Chelmsford and Reading respectively, a bonus life is up for grabs on the Roller Coaster level. At the very bottom of the track there are three rolls of wallpaper. If you drive between the end two you will find a blue square with Walter's face on it. Run this over and a 1-Up sign will appear above the car. If you keep going through the rolls the car explodes and returns to where you left the car.

Micro Machines 2

TRUE LIES

SPECIAL CODES

Arnie's blast 'em up on the Megadrive wasn't quite explosive as the big screen version, but if you're having problems making progress through the levels try James Pitcher's special codes

INFINITE LIVES BGLVS
INFINITE ENERGY -- BGGRLY
ALL WEAPONS BGWPNS
LEVEL SELECT MNCHT
SHOTGUN SHTGN
WATCH CREDITS CRDT

GAME GEAR

STAR TREK GENERATIONS: BEYOND THE NEXUS

LEVEL CODES

[illegible]

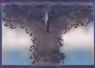
[illegible] BARR MAN
LEVEL [illegible] DRA
[illegible]
[illegible] ANA
FARRAG[illegible]

MEGA CD

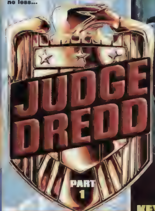
ECCO II

INVINCIBILITY AND LEVEL SELECT

It's been a while since we've heard from Dave Franck from Belgium, but here he is with some corking advice for Ecco II on the Mega-CD. At any time during the game turn Ecco to face you and PAUSE the action. Now press A, B, C, B, C, A, C, A, and B and a Level Select and Invincibility will appear. What's more, for a added bonus, if you go to Level 34 – City of Forever and sing to the History Glyph you will be able to watch all of the Silicon Graphics rendered images in one go.



On the mean streets of Mega-City One, one man reigns supreme: Judge Merrett. Here, alongside the guys at Probe HQ he is proud to present the ultimate guide to Acclaim's movie tie-in. Complete with city blueprints, no less...



JUDGE DREDD

PART 1

KEY TO LEVELS

- LEVEL START
- LEVEL EXIT

BASIC LAWS

* Don't waste time on the Dark Judges. Trapping them only earns extra points, and it's hardly worth the bother.

* If one of the objects you need to blow up is apparently out of reach, try jumping and shooting a grenade to get it. If the grenade doesn't get it first time round, it'll bounce around until it does.

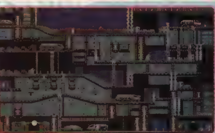
* Generally it's best to stick to bullets and grenades. The other weapons look nice but the more powerful weapons only really come into play against Rico's ABC Warriors of perps possessed by the Dark Judges.

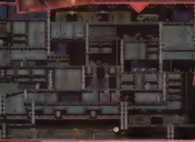
* It's not really worth consulting the Law Terminals — the main objectives normally run in a fairly logical pattern. Only Aspen requires constant reference to the units.

* Rico can only be killed using the flares he throws. Don't waste time and ammo by using other bullets on him.

HEAVENLY HEAVEN

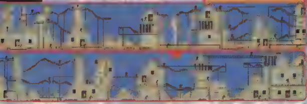
OBJECTIVE Destroy [illegible] [illegible]otes
NOTES Very [illegible] [illegible] [illegible] [illegible] [illegible]





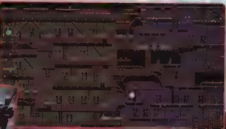
CURSED EARTH

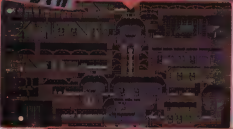
OBJECTIVE Find the Book Of Law
NOTES The Stargate level. The [illegible] are [illegible] tougher than normal perps [illegible] [illegible] [illegible] [illegible]

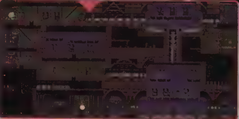


ASPEN PENAL COLONY

OBJECTIVE Lock [illegible] doors
NOTES Quite a spraw[illegible] level. Use every term[illegible] you find to lock the [illegible] It's time consumin[illegible] necessary.



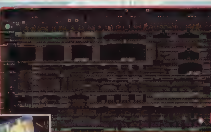


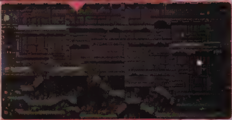


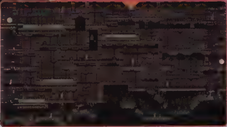
SEWER SYSTEM

OBJECTIVE Stock up on [illegible]

NOTES The number of [illegible] possessed by Death [illegible] increases here [illegible] nearly tough here, [illegible]



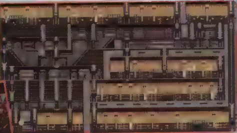




HALL OF JUSTICE

OBJECTIVE Reach Council chamber

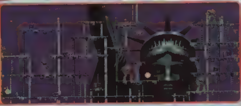
NOTES Transport tubes make this level a lot longer than need be. Also note that the Council guards are extremely resistant to gunfire so [illegible] order of [illegible]



STATUE OF LIBERTY

OBJECTIVE Destroy all Rico's ABC Warriors

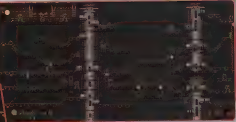
NOTES A labyrinthine level with Dredd taking on ABC Warriors one at a time. Only use Hi-Ex or grenades and only shoot when they're walking towards Dredd. Two decent hits reduces them to just legs.

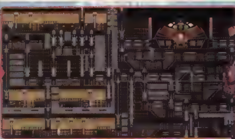


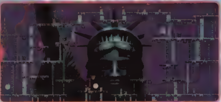
JANUS LAB

OBJECTIVE Deactivate Rico's computer network

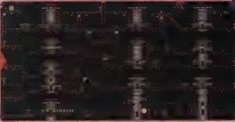
NOTES The main danger here comes from the Rico clones. However, they only appear from sideways facing cones, thus it's possible to destroy them from a high vantage point using a ladder [illegible] prevent the clones escaping.







With Rico out of the way, next month our attentions to turn to Judge Death and his ever-present Dark Judge cronies. Join us for the rest of Probe's maps and tips...



DAYTONA USA

If your smart enough to get a Saturn this month, get Daytona USA. It's [illegible] the best console racing game ever. MEAN MACHINES presents a Daytona tips Gala for those prepared to push the game to the edge.

CAR CHOICE

The [illegible] vehicle is the [illegible] car (Manual transmission, [illegible] grip and handling). Additionally, however, [illegible] you're playing from [illegible] you'll have to [illegible] gear [illegible] the Expert track. [illegible] to [illegible]

JUMP START

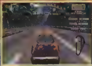
This involves [illegible] on the two [illegible] as which [illegible]. It could save you the best part [illegible] in acceleration time. Hold down B (brake) [illegible] come up. Start revving the [illegible] 7000rps. Exactly as the light [illegible] release the brake and you should [illegible] speed of the other racers. Don't over-rev [illegible] technique won't work.

TRACK LISTINGS

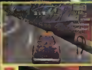
777 SPEEDWAY

The first track serves two functions. First to [illegible] you into the game as a novice, and then to test your nerve and control to the limit as an expert. It's less important to take the inside of the track on the straights than to hit the bends at the right angle.

A [illegible] cheat factor of [illegible] in all laps apart the opening rolling start. It's possible to get into the pit lane and not be stopped, shaving vital hundredths of a second off the lap time. The secret to not stopping is to run along the very right [illegible] extreme of the lane [illegible] have to reposition your [illegible] as you come out the lane for the sharp turn [illegible] and pre pare yoursel[illegible] you cross the [illegible]



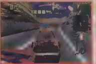
B The long straight is the perfect place to take advantage of slip-stream. This effect allows you to go faster than the nominal top speed of the car. You should be positioned behind the car, or out to one side. The best positioning for the straight is straddling the left-of-centre [illegible]

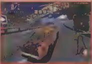


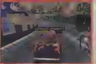
C The final bend is the only tricky part of the course. Don't [illegible] enough to take the bend, you'll achieve quicker times by glancing off the corner and continuing. You won't crash if you hit the [illegible] at a shallow angle, and not too far round [illegible] The [illegible] car is definitely the best [illegible]

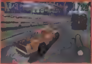
DINOSAUR CANYON

This course has two characters. There's a long home straight where you should keep your foot down, and a series of sharp corners that require perfectly-orchestrated braking turns. Most dedicated players find this to be the hardest course to master in the end





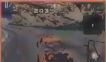




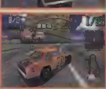
A From the start point to the tunnel, the player faces a gentle incline and insistent curve to the right. The best position to accelerate past the opposition is on the left wall, with the aim of moving to a point right of centre by the checkpoint flag. Then anticipate the sharper bend to the left as the road enters the tunnel. The entrance is the one danger point of a crash on the right hand side. You shouldn't have to slow down on this section

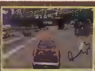
B The right turn past the tunnel is literally a junction. Stay close to the right-hand side, brake slightly to around 290km/h and start a shallow braking turn level with the pillar in the lake. The mistake most drivers make now is a failure to reduce speed further for the next sharper turn at the head of the hill. Speed has to be down to around 260km/h

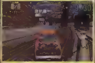
C The banked turn known as Brachio Curve can be tackled in two ways. Arguably the best is to come from the left, slow quickly to a speed of about 255km/h and take the curve without braking. A riskier strategy is to go wider, maintain a speed of up to 290km/h to the last minute and make a sharp braking turn, effectively treating the curve like a corner. If you lose control for more than half a second, the strategy is a disaster

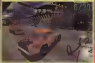


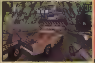
D Without exaggeration, the last bend is the make or break point — what good and bad laps are made of. Go too wide and valuable seconds are lost, skid too sharply and it can take an eternity to regain control. Our advice is to slow to a manageable speed of 280-290km/h, and go immediately into a skid turn as you reach that speed and the corner together. Steer aggressively out of the skid to restart accelerating as you come out the corner

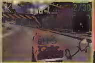


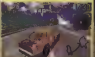








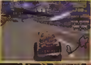


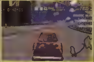


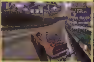
SEA SIDE GALAXY

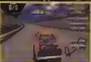
A

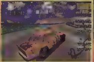
Using the jump start you should make it to 16/17th place by the first checkpoint. There's no need to slow down as you move into the [illegible] [illegible]. Pass the field on the right-hand side. When the road bends sharply to the right, take a daring detour by crossing to the left-most carriageway. Then slow down to about 270km/h and skid across the carriageway and into the screen-walled tunnel. You'll have to fight [illegible] skid as soon as you enter to counter the sharp left turn that follows. Accelerate as you come up the hill to the Jeffry statue, then [illegible] sharply into the bend, skidding at around [illegible]

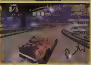


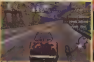


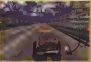












B

xx [illegible] Harbour [illegible] tion at a wide [illegible] avoid braking at the bottom. You [illegible] compensate by slowing to around 2[illegible] the proceeding bend. Only attempt a gent[illegible] here as it is very easy to lose control and career off onto the grass. The next bend, the 180 degree turn into Pegasus Pasture definitely does require a firm skid, although you should accelerate through it, as it is uphill. At the other end of the pasture a cliff face awaits. By slowing slightly to 270km/h, you should be able to take th[illegible] without skidding.

C

Many 'experts' think the next bend, [illegible] slip road to the bridge carriageway [illegible] most important of the course [illegible] the following section is [illegible] of the week. You should [illegible] until virtually on the [illegible] you on the other side. It [illegible] sharp bend at 315km/h, [illegible] you ke[illegible] [illegible]ol. Accelerate until the shuttle comes into view, and then your choice is a sharp brake and skid, to around 2[illegible]km/h, or a gentle deceleration and steer into the [illegible]

11 Where the race is really won and lost is the [illegible] tortuous bend at the sailing ship. You are forced to brake under control well in advance to around 230km/h, and also take the corner at a skid. Don't try to push it with this corner, as crashing can cost five seconds or more.

Congratulations!

Congratulations!

BONUS TIPS

IMPERIAL MEASUREMENTS

If you prefer mph to kph, [illegible] allows you to change the speedometer. Just press X/Y/Z on [illegible] player pad on the [illegible] screen.

UMA 1

As printed previously, win on all courses at normal level or higher and a horse character is added to your Saturn Mode cars.

UMA 2

The newest addition to the library is Uma 2, the horses little kid! After you have attained Uma, go to the options screen. Change the mode to Endurance and win any of the courses with either horse. The next time you enter Saturn mode, Uma 2 is available. You don't have to play at any particular skill level to get this, but it does take some time!

Congratulations!

Congratulations!

Congratulations!

OVERHEAD REPLAYS

You can view replays from overhead by using the 'A' control configuration, that places the view change buttons on the L and R switches. During replay on Time Attack, these toggle between ground and [illegible] views.

[illegible]

As you may have heard, certain initials on the high score table result in snatches of Sega background music being played. Here is the definitive list and the games they come from.

A.B	Afterburner
E.R	Main Theme
EXN	BGM A
G.F	Beyond the Galaxy
GLC	G-LOC
GPR	Time Attack
H.O	Main Theme
O.R	Magical Sound Shower
ORS	Adventure
P.D	Like the Wind
QTT	BGM 1
R.M	Soup up
S.C	Game Start
S.F	Opening
S.H	Main Theme
SDI	System Down
SHO	Sprinter
SMG	Advertise BGM
T.B	Burning Point
TOR	Rush a Difficulty
V.F	Akira Stage
V.R	Polygonic continent
VMO	Swords of Vermillion
BNB	?
DST	Beat Away
GDA	Wilderness
TET	Tetrimix
VFT	Lion Stage
KOS	King of Speed
LGA	Let's go away
SKH	Sky High
P.P	Pounding pavement
A.Y	Akira stage
J.B	Jacky stage
S.B	Sarah stage
PAI	pai stage
K.M	Kage stage
W.H	Wolf stage
J.M	Jeffry stage
LAU	Lau stage
.KK	Kouchi theme
AKI	Advertise
ANI	Rise from your grave
AO.	Name entry
ASA	Fanky bomb
DEK	Advertise
H.S	A.HI.RU
HSB	Defeat
IGA	Select
ISO	Poker face
JIM	Title
K.T	Adv
KAG	Maximum power
KAZ	BGM1
KEN	Title demo
KOU	Title
M.M	Outride a crisis
MAS	BGM2
MIT	Earth frame G
MMM	Blue Moon
NAG	G-LOC
NAK	Type 2
OKA	?
OBI	Vivacious
SAO	Break Out
TAK	Type 3
TRS	Earth frame G
UME	MJ-Dance
YAM	Choice
YAN	Filthy
YOJ	BGM A
YUI	Good! Let's go!

SHINOBI

BY SEGA

RELEASE	PRICE
IMPORT	IMPORT

GAME TYPE PLATFORM

BREAK DOWN

1 PLAYERS

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REPLAYS

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES 6

SKILL LEVEL 3

RESPONSIVENESS GOOD

The first Saturn version of Sega's durable ninja platform character

Travel through the platform levels slashing ninjas and using the inscrutable Mushashi magic.

DEFEAT THE LEVEL FOUR BOSS

J[illegible] first [illegible] be spotted [illegible] shooting [illegible] Arts [illegible] reenactment Society. [illegible] days out [illegible] ties of the past, in reality [illegible] home counties Grant Mitchell look[illegible] happily [illegible] a few [illegible]. But Joe had private medical insurance and [illegible] was wielding a sword with the skill of a skilled swordsman. He even moved to Japan, wore a hankie in front of his face and got a good-looking bird in the persona of the ninja lifestyle. But [illegible] Fu, [illegible] cable [illegible] the [illegible] girl [illegible] stick[illegible] was overjoyed. [illegible] he could [illegible] himself. [illegible] wonder [illegible] he come [illegible] Joe. [illegible] was Su[illegible] Shi[illegible]

A [illegible] shadow fighting guaranteed [illegible] first in the queue for the loo.

GORY DETAILS

[illegible] games [illegible] clear of controversial [illegible] it's nice/awful depending on your [illegible] the gory bits that accompany the [illegible] of the enemy in Shinobi. Various [illegible] including bodies sliced in two and [illegible] fountains erupting out of abdomens [illegible] like intervention [illegible] your [illegible] under the table.

Stop [illegible] name [illegible] Joe [illegible] Super [illegible]

[illegible] NDER

SHIN DEN

[illegible]

D[illegible]MI-GOD
A [illegible] God ma[illegible]ises each ti[illegible]e's swor[illegible] used and b[illegible] and his s[illegible]ikens are i[illegible] with supernatural force.

MYRIAD
[illegible]'s form is sur[illegible] [illegible]ed-[illegible]phantasms t[illegible] [illegible]vements, confus[illegible] [illegible]blurring his outlin[illegible]

LIGHTNING
A fearsome snake God roll[illegible] on a cloud and rends the h[illegible] ens asunder with electricity. Almost.

Joe's [illegible] feet prod[illegible]

Here kitty-kitty [illegible] time.

SLASH
The ne[illegible] to ascertain someone's [illegible] ach contents.

RUNNING S[illegible]
Go through [illegible] assembled op[illegible] [illegible] sition like a kn[illegible] a [illegible] through lard.

[illegible]OMERSAULT
[illegible]

SOMERSAULT SLASH
Joe becomes a spinningly sharp wheel of woe.

[illegible]
[illegible] is sur-[illegible] good at [illegible] off attacks.

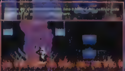
DOW[illegible] STA[illegible]
For [illegible] on sc[illegible] front[illegible]

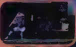
SHURIKEN THROW
Stars in their eyes. Pointy metal ones.

SHURIKEN STARBURST
A formidable wave of nasty bits of steel issues forth.

BEYOND BEDLAM

[illegible]





I must admit my impressions of Shinobi weren't very complimentary. The graphics, although marvellous in their photo-realistic glory, demonstrate none of the slickness and animation you'd expect from a Saturn game. But once you get into the actual gameplay, the rough edges soon become forgotten, as you realise this is classic Shinobi action. Not a bad effort, but I can't wait to see what the future holds in store.

[illegible]

[illegible]

PRUNING CHEERS

A little bit of vandalism [illegible] rewards in Shinobi as so[illegible] power-ups are lurking in t[illegible] background. There are lamps to break, [illegible] and a good bit [illegible] the bamboo[illegible]

Joe Musashi is the first stalwart from Sega's glorious past to bolster the Saturn line-up. His entrance is not too flashy and none too original. To all intents and purposes it's a platformer of the old school. But as old school goes, this is an old Etonian. The graphics are, by and large, very tasty. Crisp, solid and lovely sprites created from digitised actors. Sega have thoughtfully added some red ketchup to give the action a bit of grit. The music comes across well in many parts adding a movie atmosphere that the flat graphics lack a bit. But it's gameplay that makes this one of the most recommendable Saturn releases. It's both tough and varied, with lots of ninja moves to employ. Having a platform game is compulsory and this is streets ahead of Clocky Knight and Astal, the only other options All I can say is "Well done Joe"

[illegible] 93

▲Excellent sprites and the nine stages of backdrops are well realised.

▼The video intermissions are dark and dull.

[illegible] 87

Abundant 'chromakey' animation of the actors, wonderful explosions and death animations.

[illegible] 93

Averages from good to very fine, with level four being a particular highlight.

[illegible] 71

Adequately play the effects are alright, but those in the video bits are hilarious.

[illegible] 87

▲Deep levels, more than a few tricky sections, fast action and good character control. Strong stuff.

[illegible] 82

▲Many of the levels and bosses can be patterned.

▼Harder than Clockwork Knight and Astal by some way.

OVERALL

The best platformer on the Saturn so far, but it's early days.

85

BY [illegible]

RELEASE [illegible]

PRICE TBA

GAME TYPE PLATFORM

1 PLAYERS

16 MEG

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

CONTINUES 3

SKILL LEVELS 3

RESPONSIVENESS THROUGH-LIGHT GOOD

ORIGIN

A well twisted licence of Sly Stallone's sci-fi action pic. Similar idea to Robocop vs Terminator

GAME AIM

Blast everything that moves in a bid to return 'tranquility' to the 21st century.

BEAT THIS

[illegible]

Well, all I can say is, I'll be glad to be dead. The future, rather than being orange, is rather grey. Or so it appears to John Spartan, a policeman from the 20th century, whose idea of 'community relations' is a long-handed baton and a milking stool. Since the late 20th century, John has been filed 'on ice', somewhere between Walt Disney and Michael Jackson.

In 2032 the times are quiet. Fighting of any sort is banned and even Los Angeles is about as racey as a weekend in April in Hemel Hempstead. '[illegible] appeal' means looking like one of the Nolan sisters, in fact, people don't even bother [illegible] it' anymore. Computers are considered more of a turn on. But into this com[illegible] world comes one bad mutha from the past with a bleach blonde flattop and [illegible] As he begins his rampage, the city authorities defrost Spartan, whose [illegible] nasty tactics has been kept as an insurance policy for just this kind of co[illegible]ce. His bosses' orders are simple: seek and destroy.

D=MOLIT

THE UNDERCLASS

There is another side to the towering paradise [illegible] so pleasant. A tribe of impoverished and disillu[illegible] live in a fetid alternative culture undergrou[illegible] you enter the sewer domain seeing them as a [illegible] they have their own case against injustice.

Sly balances a candle in his mouth.

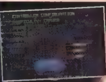
LEAGUE OF DANGEROUS SIGHTS

safety harness and pin [illegible] hanging off helicopters [illegible] and doing hand over [illegible] ing the high ladders and presenc[illegible] always managed to keep one hand [illegible]

TION MAN

DISORIENTATION

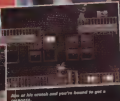
In addition to the Judge Dredd-y, Earthworm Jimmy sections pla Demolition Man has top-viewed sections with their own set of controls and gameplay. The first of these takes place in the city's prestigious museum, where some egg-head loonies are being held hostage by the baddies. Take delight in peppering the artworks with bullets, in a bid to find some power-ups.



Caption Caption Caption Caption Caption Caption Caption Caption

CARRIAGE UNDER FIRE

The city's transport network has come under attack, forcing you to take the unwise measure of running along the tops of monorail carriages. While travellers wait for the 'security alert' to pass, you get to scour the passenger and power cars for armed ne'er-do-wells.



Aim at his crotch and you're bound to get a response.

COMMENT

[illegible]

COMMENT

[illegible]

GRAPHICS 84

[illegible] backdrops, with [illegible] and light [illegible] and good sprites. [illegible] in places.

ANIMATION 84

[illegible] scrolling and [illegible] sequences [illegible] are well

MUSIC 83

[illegible] of a high [illegible] throughout [illegible] sufficiently original to [illegible]

EFFECTS 82

[illegible] — [illegible] to [illegible] gorgeous [illegible] platform level.

PLAYABILITY 86

[illegible] is an [illegible] straight-for- [illegible] in scope and not very

LASTABILITY 82

[illegible] will for [illegible] the [illegible] controlled. [illegible] level stays

OVERALL

[illegible] shoot 'em up, more [illegible] to lord it up there with [illegible] that gamers will

85

Got something to sell?
Or want a swap [illegible]
Do you want something, or do
you have a special message?
Perhaps you just want a pen pal?
Whatever you want, the
MEAN MACHINES Megamart
is the place for you!

MEGA
MART

[illegible]

[illegible]
MEAN MA[illegible]
PRIORY C[illegible]
[illegible]
LONDON EC1R 3AU

I WANT TO USE THE MEAN [illegible] HERE'S MY MESSAGE...

Fill in this box for £1.00 (20 words)

Fill in this box as well for £2.00 (40 words)

PLEASE NOTE: ONLY ONE [illegible] TO AVOID MISTAKES

NAME:

ADDRESS:

POSTCODE:

TEL NO:

ATTENTION! Mean Machines Megamart is for priva[illegible] advertisers only. Anybody sending in a trade adver[illegible] will not have it published. It will be ignored, your cheque will not be cashed and no correspondence will be entered into. However, if you are interested i[illegible] placing a trade ad, please contact Lisa Hawkes on [illegible]

Due to deadlines, allow up to six weeks for your advert to appear in the magazine.

BY SEGA (JAPAN)

RELEASE NOW

PRICE IMPORT

GAME TYPE SPORTS

BREAK DOWN

1-2 PLAYERS

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY MEDIUM

[illegible]

SKILL LEVELS LEAGUE

RESPONSIVENESS VARIES

ORIGINALITY

CHALLENGE

OVERVIEW

A tarted up version of Rounders. With blokes in hats throwing balls at up to 143 mph.

ACTION

STRATEGY

GAME AIM

Smack a ball with a thin bat more times than your opponents. Get the runs. It's better than it sounds.

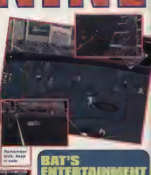
[illegible]

BEAT THIS

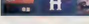
GREATEST NINE

You've all seen the repeats of Grange Hill on a Sunday morning, yeah? Well, whereas fat Roland is constantly taunted about his cake addiction and general lardiness, in America a fat kid like Ro-Land (as that girl Janet pronounces it) can make up for such social inadequacies simply by slugging a leather-wrapped piece of cork into the stratosphere with a slim bat.

Imagine the scene: Roland, [illegible] with [illegible] and a melted Twix staining his shirt pocket stands before Rodney Bennett's arch pitcher. Grange Hill are losing [illegible] to their greatest rivals, the bases are loaded with the likes of Zammo, that bloke off Press Gang and Faye. However, Roland has missed two pitches and must hit the next pitch for a Home Run. Doing so will ensure he is a hero until... ooh, at least the next episode, whilst missing will condemn him to a kicking from his team-mates and from Mr Baxter that bearded PE teacher who's always in The Bill. If only all decisions were



Remember kids, keep it safe



BAT'S ENTERTAINMENT

To say that Greatest Nine has a couple of options is like saying Matthew Kelly is a bit of a berk — a huge understatement. Not content with offering every Japanese team in the league, complete with little digitised pics, batting averages and the likes, every aspect of the game can be tailored to your liking. Four stadiums are on offer, a choice of night or day matches, and the order the players step up can also be fiddled with. By far the best option in our book, though, is the one which lets the player select from one of a dozen commentators. As the game progresses, it is supported by views from a pair of Japanese observers, but if the default pair aren't to your liking, they can be swapped for a more subdued pair or a completely mental duo who scream throughout the game. They're our favourite, they are.

COMMENT

I really like this — apart from one glaring fault. Whilst batting and pitching are easier to effect yet every bit as controllable as in past baseball sims, the fielding in Greatest 9 is awful. The fielders are far too sluggish, have problems running diagonally, and it's finicky switching to the player nearest the ball. Such a fundamental fault really spoils an otherwise stunning game. The Saturn's sound and graphics are used brilliantly to create a game which captures the stadium effect of a real game using commentary and TV-style cutaways to full effect. Similarly, the playability is there and before long you'll be slugging home runs and pulling off incredible catches which would make Babe Ruth green with envy. If only the fielding had been sorted out, this would have rated as a must-have. Instead, it just misses the major league...

COMMENT

Sport is going to be very big on the Saturn and Greatest Nine is just the first step in what we can expect. But it doesn't matter how many processors you have, Baseball is basically a boring sport. Unless you are a big fan, the solo game will start to get to you after a while. In two-player it's good fun — I like the range of camera angles, including a really weird ball's eye view in chase mode. The commentators are also well implemented, though their excitable nature wears you down. If the game has any major failing it's the slow fielding, and the somewhat random nature of batting. You learn to cope with both eventually. Greatest Nine falls into the quite playable bracket.

I'm always going AOT in these games

SELECT STADIUM

Various wire-frame rotating stadia. I say!

NICE TO 'C' YER, TO 'C' YER, NICE...

The Saturn pad's C button is the most important part of playing Greatest 9. Yes, the directional pad is indeed used to add curve and speed to pitches, moves the batter in all directions [illegible] the fielders in motion — but without the C button, very little would happen. The programmers have made Greatest 9 as easy to play as possible by making [illegible] ing and all the most important aspects of the sport. This way, there's no way mates who are crap at the game can claim they 'don't understand the buttons.' Other functions like bunting and lobbing the ball from base to base are effected using B. But why bother when all you want to do is slog it one?

GRAPHICS 91

Big, burly sprites, loads of cutaways, and the ability to view the action from one of a number of views. Cool.

ANIMATION 84

The larger sprites are beautifully animated with the pitchers gobbing and pulling their caps, and batters fidgeting around.

MUSIC 81

Jingles and anthems galore. Really adds to the stadium atmosphere.

EFFECTS 84

The commentary is brilliant — two people genuinely talking over each other! The batting and catching effects are spot-on.

PLAYABILITY 88

Easy to play as everything is performed using the C button.
▼The fielding is sluggish and frustrating.

LASTABILITY 84

Plenty of teams, but more lasting appeal is guaranteed thanks to the excellent two-player mode.

OVERALL

What could have been a stunning game is reduced to a very good one due to the crap fielding mode. Still well worth a look, though.

86

Fighters
BayStars
Lions

Virtua Fighter Remix

BY SEGA

JULY

N/A

BEAT 'EM UP

1-2

CONTROL
JOYPAD

GAME
DIFFICULTY
HARD

CONTINUES
UNLIMITED

SKILL LEVELS
5

RESPONSIVENESS
EXCELLENT

A collector's edition limited to the 'Campaign 100' Saturns in Japan, using same code as Virtua Fighter. No plans for UK release.

I'm sure you know your way round Virtua Fighter.

[illegible]

Thanks a million. This is the statement Sega are trying to make in Japan by offering Virtua Fighter Remix as part of a limited edition Saturn package. They reckon they have sold a million units in the first six months since the machine's launch, giving some cause for celebration. Much of that success must go down to Virtua Fighter, the powerhouse of the machine's appeal for a good four months, pre-Daytona, the one clinching reason to own the machine.

AM2 have learned much about their stubborn hardware since they put Virtua Fighter together. All of the glitching that most assumed was a necessary part of the replay sections has been lost. Graphics are the main area of attention, with new textures and more realistic player profiles. The only catch is that none of this is available to the existing Saturn owner, even in Japan. The game is exclusively available with the Campaign 100 Saturn promotion. But will that be the case permanently?

RENOVATIONS

[illegible]

BACK TO THE DRAWING BOARD

[illegible]

JACKY

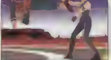
MEGA GAME

COMMENT

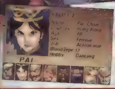
Remember how knocked out we were by Virtua Fighter when it first appeared on Saturn. Well, Virtua Fighter Remix tops it by fixing things you thought weren't busted. Put them together and you notice how much smoother the action is. Side to side the remix is faster and much more pleasing on the eye. The blockiness has gone, the textures make the player's look more human, the backgrounds come into their own. It must be said that very little else has changed, and I'd definitely not recommend this if you have the original. You probably can't, since it's only part of the Campaign set, and anyone buying an import machine now is a mug. But it's a pity this wasn't ready in time to replace the boxed Virtua Fighter. No hope.

COMMENT

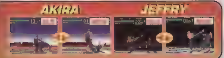
Cool. Virtua Fighter ranks as one of the greatest Saturn games to date, but the enhanced graphics in this 'Remix' make the original pale into insignificance. Sadly, you're not likely to be able to buy this unless you find a friendly importer, but it really does have to be seen to be believed. The new look fighters are excellent, and coupled with the already-brilliant gameplay, creates a [illegible]



"Bloody hell, Lau, they've even smoothed the soles of your shoes..."



PROFILE
Name Pai Chan
Country Hong Kong
Age 18
Sex Female
Job Action star
Blood type O
Hobby Dancing



GRAPHICS 95

- New texturing and detail on already phenomenal graphics, bring this near to VF 2 standard.

ANIMATION 94

- The glitching of the original has been ironed out and it's as smooth as an infant's arse.

MUSIC 91

- The music is still impressive, especially Sarah's stage.
- No musical innovations.

EFFECTS 94

- Same as the brilliant thumping sounds.

PLAYABILITY 90

- Can't detect any changes, but then it's already the 90s.

LASTABILITY 92

- Well, we're still playing the first one, so draw your own conclusions.

OVERALL

One of the world's greatest games made to look even better.. But only if you buy another Saturn...

95

ACCLAIM

OUT NOW

TBA

PINBALL

1-2

2

Well, it's flip-pin' pinball [illegible]

Flip those flip-pin' flippers, [illegible] you [illegible]

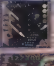
WIZARD pinball

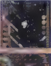
I can't help it. I'm sorry. I've fought against it, told myself it's not big, it's not clever and nobody's going to impressed — most of you probably don't even remember The Who, never mind their musical Tommy, but the urge is just overwhelming... oh, God, it's coming... it's here: "He's a pinball wizard it has to be a twist, that pinball wizard got such a supple wrist (erhum) ... that deaf, dumb and blind kid sure plays a mean pinball.. tumpty tum, etc, etc, ad lib to fade". Right, it's out, could have been worse, I guess, now, on with the review. There's not a whole hell of a lot to say really – this is pinball, pure and simple. Rev up your ball, put it into action then flip, flip and flip again with the six separate flippers at your disposal, bashing bumpers, mounting [illegible], lighting lights and going hell for leather for extra balls, bonus levels or even better, multi-ball.

BALLROOM BLITZ

The best bit of this game, as in [illegible], is the multi-ball feature. [illegible] have to aim your ball [illegible] gets and then light all the [illegible] the top. Once this is accomplished [illegible] three [illegible] balls careering [illegible] around [illegible]

Look, Steve's here to welcome you to his special [illegible]





Welcome to the tomb of Rut-ten-toot-en.

COMMENT

GUS

[illegible] degenerating rapidly to [illegible] totally bad, but not much [illegible]

COMMENT

[illegible] Wizard's been on the cards for some time now, and [illegible] must admit I'm a little dis[illegible] with the end [illegible] [illegible] tial need for bonus levels to be more frequent and more rewarding. If these requirements aren't met then there's noth[illegible]

STRICTLY BALLROOM

[illegible] — you've got to have subtle twisty [illegible] things, secret bits and above all [illegible] Pinball Wizard does not [illegible] to look [illegible] times [illegible] the Pyramid Tombs.

THE [illegible]

Several creepy crawlies are scattered around and there's a big Pharaoh-ish type thing in the centre of the room. Disappointment number one, the spiders don't move. Hitting them though, causes the Pharaoh's face to crack letting a little mummy pop out (just the one mind)!

THE [illegible]

Mount a certain ramp enough times to spell out the word DUNGEON in lights and the next time you enter a dragon's gob you're transported to the Dungeon bonus level — and a more deadly dull bonus room you're not likely to see! Hit a few rings a few times and you're rewarded with a surprise. Probably.

CHAMP
MISS FLIPPER

GRAPHICS 71

▲ A [illegible] [illegible] shout home about in any respect

ANIMATION [illegible]

▲ The ball movement is fast and super-smooth.

▼ The flippers are on the jerky side and animation is minimal

MUSIC [illegible]

▼ [illegible]

EFFECTS [illegible]

▼ [illegible]

PLAYABILITY 75

▲ Fluid controls and [illegible] executed multi-ball feature.

▼ [illegible]

LASTABILITY [illegible]

▼ [illegible]

OVERALL

Good in spots but this pinball jaunt lacks longevity and really could and should have been a lot better!

60

BY NAXAT

[illegible] NOW (IMPORT)

[illegible] IMPORT

GAME TYPE BEAT 'EM UP

BREAK DOWN

1-2 PLAYERS

ORIGINALITY

CHALLENGE

[illegible]

STRATEGY

[illegible]

OPTIONS

CONTROL JOYPAD

GAME DIFFICULTY EASY

CONTINUES INFINITE

SKILL LEVELS 3

RESPONSIVENESS FAIR

It's a Mortal Kombat clone that also owes some features to SNK's excelling beat 'em ups.

Defeat a dozen opponents in a serious of one-on-one stand offs.

BEAT TAG

Beat 7 opponents

BATTLE MO

Plasticine. Great invention, huh? Whoever came up with plasticine must have thought — hey! This stuff's great. It's going to revolutionise the British film industry. So now when we go to the Oscars, America has Sharon Stone, Quentin Tarantino, Jim Carrey, and we have cartoons of a plasticine dog and his plasticine owner and other plasticine animals.

Gradually everyone on telly is being replaced with plasticine — take Ulrika Jonsson. And we love it. Apart from the Morph bits, was there ever a reason to watch Tony Hart's crappy picture show? Someone must have thought of Battle Monsters, thought of plasticine and said, "Yeah, Take Hart kicks assss!". But since there wasn't enough plasticine to make all the fighters they got some blokes to dress up in pantomime clobber as well, digitise them and Shazam! — we have a beat 'em up.

SLIDING SCALE

Although bouts are played within the confines of an arena, like most beat 'em ups, the area covers more than a single screen. To give you freedom of movement the game attempts to scale the action, zooming in and out depending on the distance between fighters. It's fast and smooth, but somewhat confusing in two-player mode. It's also possible to jump between several levels of high platforms on [illegible]

THIS COSTUME'S SCRATCHY

We usually present a list of characters for beat 'em ups, and we thought you might want to have a look at this crew. Of course it's special moves ahoy, with some reasonably spectacular morphing effects.

STRAWBELLY JAM

We don't know if the name's a joke or an error. Big hulking puncher, in short.

CHILI AND PEPPER

First Siamese twin characters in clown outfits ever? Probably. All kinds of duo-acti-[illegible] moves.

DEATH-MASK

Yes, it is Frankenstein.

SHION

[illegible] trying to look like an exotic sword-fighter.

LA FA

If you're into pink garb and make up, this [illegible] is the gal for you. Nan Tory MPs on the other hand...

MAKARYU-DO

[illegible]

HEART HEAT HARN

Only has one free hand (the other is grasping his head). Can change into a big blue monster.

KI BA

Not bad for stop-animation on a chicken carcass. Has a range of fiery and bony moves.

NAGA

Snakewoman — she turns men to stone with one glance, and turns herself into a

NSTERS

many-headed Hydra with as much ease.

KAFKA
Italian-modernist-existentialist playwright? No, actually a hunchback wizard with two bat minions in tow

KUJA
Some sad sod [illegible] dress up as the funky

chicken to 'bring this character to life'. Well at least he can fly, and the eggs are a bonus.

ALBIOLE
This smoky joe turns the power of joss sticks into a series of fog-based attacks.

COMMENT

Sega UK are giving this a wide berth by all accounts, [illegible] a real dog. Well it's not as bad as I first feared, but hardly up to the gameplay quality of MK2 on the Megadrive. Graphics-wise there's quite a lot of good stuff here, some of the moves are quite nice, like the smooth character morphing, and the scaling works reasonably well. The problem comes from the way the game just seems to have been thrown together. There has been no real attempt to fine tune the characters or add subtleties to the control. It literally is 'hack and slash' in the least sophisticated sense. Not the worst import choice, given things like Pretty Fighter, but [illegible] than this in time.

COMMENT

I'm sorry, but I've got no time for this at all. Yes, it has smart digitised graphics, unusual characters and fancy zooming, but as far as the fighting itself goes it's about two years too late. The characters are [illegible], the special moves are slow and cumbersome, and it plods along at such a slow pace it's like watching two fighters battle it out in treacle. Also, what may have seemed like a hilarious idea at first in adding a huge chicken and a bloke holding his head falls sadly flat when their moves barely differ from the more 'normal' opponents. This is another average Saturn title, out to tempt those too impatient to wait for MKII or III, and there's no way it can even compete with the Midway classic. As such, it is destined to be filed alongside the likes of Gotha, Gale Racer and Side Pocket II in the 'utterly dire, bury at once' tray. Here's to the imminent arrival of Kintaro and co...

GRAPHICS 81

▲Quite a lot of creatively designed characters, crisply digitised.

▼Some [illegible] are [illegible] and fuzzy.

ANIMATION 83

▲Nice character animation and fast screen scaling.

▼This display zooms too much and is often confusing.

MUSIC 78

▲The music on the presentational screens is good, with South American tribal drums.

EFFECTS 60

▼The samples are truly appalling, within the standard of 16bit machines.

PLAYABILITY 70

▲The range of moves and characters gives some playing interest.

▼Lacks any real finesse. A bit clumsily realised.

LASTABILITY 55

▼No real star quality to bring you back after you've explored the cast.

OVERALL

A bit of a monster mish-mash, with Saturn hardware tricks taking the place of real gaming quality. Best avoided on balance.

60

BY SUNSOFT

RELEASE	PRICE
[illegible]	£29.99

GAME TYPE PLATFORM

1	8
PLAYERS	MEGS

BREAK DOWN

ORIGINALITY

CHALLENGE

ACTION

STRATEGY

REFLEXES

OPTIONS

CONTROL
JOYPAD

GAME
DIFFICULTY
MEDIUM

CONTINUES
YES

SKILL LEVELS
1

RESPONSIVENESS
GOOD

ORIGIN

Aero started life in the prequel to this jaunt, battling valiantly against the evil Ektor, a clown come skeleton type baddie.

GAME AIM

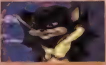
Dive, spin and shoot the hapless minions [illegible] as you search for a [illegible]

BEAT THIS

COMPLETE SECTION 3

AERO ACROBAT

After apparently knocking Ektor to a splat-impending demise in his first outing, Aero decides to take a gander at the deceased's museum of horrors.
Whilst wandering past the sadistic collection of blood-stained goodies (chuckling occasionally) Aero discovers a tall, red curtain, behind which floated a large...erm, floaty thingy. Not being the type to shy away from large floaty thingys, the winged warrior leaps inside. Unfortunately, the naive young bat failed to realise that this was a disappearing large floaty thingy, and to his astonishment it vanishes in a cliched puff of smoke-taking Aero with it.
Re-appearing in a grimy castle Aero now faces the task of battling through evil minions in a daring attempt to reach an exit. But who is the obscure Batisha who turns up after the first level? What relevance does she pose to the game? And why oh why does she insist on wearing a skin-tight latex suit?



Hell-oh missus! Bat babe alert!

I've heard of ways to avoid the ticket collector, but this is ridiculous!

EKTOR SMHEKTOR

A [illegible]
[illegible]
tem around the maze-like terrain. Doing this results in you playing Ektor in a cup-guessing

Sunsoft are beginning to build quite a name for Aero the Acrobat, what with the original faring quite adequately, and Zero the Kamikaze Squirrel having released his own console jaunt. Thus, Aero 2 has inherited a solid base of programming to sink it's roots into. Unfortunately, it appears that the root-sinking feat has sunk a little too deep this time. You see, whilst the cart provides a decent, playable platform romp, one can't help feeling that it suffers from a certain type of originality-deficiency. Having said that, it is a fairly enjoyable game with loads of little features to keep you playing on to the next level. Finally, the difficulty level is neatly staggered — game experts might find it a tad easy, but to the drooling novice it'll pose a fair challenge to the old button pressing abilities. If you're desperate for a new platform outing you could do worse than to purchase this, but otherwise save the cash and get something a little less repetitive.

Aero hasn't forgotten his skills from the circus allowing him to perform a generous portion of stunt related malarkey. When the winged rodent is airborne there's a variety of [illegible] moves that can now be activated.

Holding the given vertical direction on the D-Pad and pressing jump triggers these spirals that not only [illegible] are also essential for gaining access to previously unattainable platforms.

Pressing the C button in the air results in a sudden earthbound dive that effectively clears Aero's [illegible] minions. It can be used to break through cracked piping or boulders as well!

SLID

Finally, a slide is on offer to the young bat-hero, which a speedy trot has been built up, initiated by a quick jab on the C button. This becomes a mandatory action that is vital to Aero's progress in the later levels of the game.

COMMENT

As the 16bit market slowly, [illegible], we're going to see less and less of titles along the lines of Aero 2. Whether this is a good or a bad thing is personal taste. I quite like these colourful platform escapades, especially when you take a peek at their budget price tags. Aero 2 comes from quality Sunsoft stock, and is full of all the quirks you'd expect. The visuals and sound are of a good standard, and the gameplay is sufficiently challenging. If I have one complaint, it's with the difficulty level. This is a game for platform fans, most of which would find it way too easy. Worth a look.

LEVEL LOVELIES

[illegible] thing named Berle who spins up and down a skateboard ramp. The levels themselves carry [illegible]

[illegible] gameplay more varied and visually pleasing. Level two sees our endangered rodent donning a snowboard for some snow-related frolics, and level seven is a glorified train surfing outing which involves bashing the brains out of the conductors... yea! But worst of all is the [illegible]

[illegible] thought it would be humorous if they re-created all the classic 70's icons for a bizarre disco level — Several Lava lamps and killer juke-[illegible]

SURPRISE SURPRISE!

Aero the Acrobat is swarming with [illegible] little features that crop up as the rodent frolics along his jolly little way. Most notably are the numerous different methods of getting A to B, such as giant cannons [illegible]

[illegible] Kinder egg, discovering a new goodie to play with each time [illegible]

GRAPHICS 85

[illegible] backgrounds get a bit sparse.

ANIMATION 83

[illegible]

MUSIC 74

[illegible]

EFFECTS 74

[illegible]

PLAYABILITY 80

[illegible]

LASTABILITY 78

[illegible] once you complete it [illegible] before you touch again.

OVERALL

[illegible] platformer that suffers from the age-old original[illegible], making it suit[illegible] platform-addicts only.

79

SURGICAL STRIKE

Sounding more like a crisis in the National Health Service than a bid to rid the world of an evil tyrant, Surgical Strike follows on the heels of Midnight Raiders to bring 'interactive' entertainment to the Mega-CD.

In a bid to bring the major powers to their knees, evil tyrant Mason Ziter is threatening to fire his arsenal of nicked thermonuclear missiles on the major capitals of the globe. As the star of the movie, the player has the vital task of commanding a squadron of STRIKE hovercraft into the heart of his operations. Will his evil plans succeed? Can you take out the missiles before they launch? Is it Military Prison for failure? Only you can decide...

INTERSECTION DIRECTION

Obviously being the pinnacle of military technology, the Surgical Strike hovercraft are preprogrammed with the map co-ordinates of every level. However, the pilot still has the choice of direction when faced with an intersection in the roadway or tunnel, at this point deciding to whether to take a left, right, or double back on themselves.

COMMENT

PAUL

There's no question Sur[illegible] Strike is the best of the [illegible]

TARGET PRACTICE

To assist you in identifying targets the tactical systems highlight potential threats before they present a risk to the hovercraft squadron. On approaching an enemy [illegible] display flashes a yellow sight on the danger area, which once covered by the green [illegible] crosshair, flashes red cueing the launch window to release your choice of weapon.

COMMENT

GUS

The movie thang has definitely lost all its [illegible] and what we're looking for is [illegible]

RELEASE: ....SEPTEMBER
PLAYERS: 1
BY: ....SEGA

PRICE: ....TBA
GAME TYPE: ....
INTERACTIVE MOVIE

GRAPHICS 72
Fast and furious battle sequences shame about the FMV.

EFFECTS [illegible]
Very clunky explosions and top screaming from the cowardly enemies.

ANIMATION 71
No real animation to talk about.

PLAYABILITY [illegible]
High octane blasting, but repetitive using the same mission objectives.

MUSIC 80
[illegible] played [illegible]

LASTABILITY [illegible]
Quite a laugh up to a point, but all visuals and no gameplay.

OVERALL 72
The best of the 'interactive' Mega-CD range to date, but nothing really to write home about.

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THE MACHINE

The machine has changed its colours to black, from the Japanese grey, and overall it's an improvement. It's looks more of a mean machine than John Major's video recorder but the whole unit is hardly sleek. However it's sturdy, with a firm drive door mechanism, firm connections between pad and machine and good buttons.

The power unit is less bulky than previous Sega machines, as the transformation is done inside the unit. Beware that some VCR cables can fit the power port ... and they'll blow the bugger sky high! It sounds an unfeasible mistake to make but ... well, Gus has already done it.

The Ram battery fits a port in the rear of the machine. It's easy to do, and will allow you to save quite a few game positions and your machine settings. The manual will show you how to access this info on the control screens.

We can't help but express some disappointment that the machine is packaged with only one AV lead, for Scart only. As with the Megadrive 2, all the AV connections are handled from a single port on the rear of the machine (in fact, it looks like the same port as the Megadrive 2/32X but they will not fit). Check the rear of your telly to see if you have a 'female' connector for your fat 'male' scart connector (oh matron). Sega estimate that around 80% will play Saturn the SCART way. We think that's optimistic, and if you're unlucky enough to not find the tell-tale port we have two pieces of advice.

1 Get a life and get a decent telly. After all, if you've got a Saturn you should at least want a decent telly picture. Priorities bud, priorities.
2 Exit house. Goto store. Purchase Saturn 'RF' cable for twenty of your British pounds. Forsooth, your next generation experience has set you back yet twenty more smackers.

This may seem a little rum on Sega's part, though our sources have revealed that they should be prepared to replace your unwanted SCAR lead with an RF cable for FREE if you send it to them. Check with them on 0171-373 3000 first.

The pad. Well Sega have reworked it for the UK. Not only is it black, but the shape has changed and the top buttons are repositioned to work in two ways. Yes, very clever but not any more responsive. We only seem to recall some proverb about 'if something ain't broke...'

If you want to enjoy your Virtua Fighter together, you'll have saved another twenty squid as wel.

Next, the Instruction Manual. Well, it's very thick as you'll discover it covers every language from Abyssinian to Zairean, and patronises you techheads types in every tongue, advising you that yes, you will be able to play that Radiohead CD, and no, don't bother trying to load a copy of Burn Cycle.

Finally Virtua Fighter. By now everything is set up, the fine tuning has been fiddled, and with one of the great arcade conversions of all time set to spin, it's all been worthwhile.

LOCKOUT TIME!

You may have a Saturn already. You may have got one at £500 from an importer and thought 'bugger the consequences'. All is not lost.

To play official UK games you will have to get the machine converted. One tip about this procedure: Sega will not be providing it. Phone and ask and they may advise you to 'go roast in hell'. Then again maybe not. However, a friendly importer will stick some switches on the back that will 'fool' the discs into thinking the machine is from the right territory. They will, of course, ask you to cross their palm with something approaching £70.

Alternatively, if you've just bought a UK machine, you may want to have it converted to play US and Japanese game. Same procedure, same price. But this will invalidate your warranty, so don't go crying to Sega if the machine henceforth explodes. And before anyone thinks of sending anything to anyone, check that the importer is reputable, that they provide the service asked for, a timescale and an agreed price. You may want to have these details in fax or writing, daddy-o.

THE SHAPE OF THINGS TO COME

THE STEERING WHEEL

ETA AUGUST
OPINION Driving peripherals are always tricky, but this is one of the best realised yet. It's big and best suited to table-top playing, and it certainly makes Daytona trickier to play.
PROSPECTS
The Saturn is bound to have tons of driving games; with Virtua Racing, Sega Rally and possibly Desert Tank to consider. Should get lots of use from it.

W!

THE GUNS

ETA NOVEMBER

OPINION We haven't seen them, so it would be wrong to comment on accuracy or feel. But they are being designed by AM2 the jewel in Sega's crown

PROSPECTS Guns are a tricky one There use is usually pretty limited (witness the Menacer) But by creating an early standard, hopefully it will be picked up for Doom clones They will also be essential wear for Virtua Cop

THE MULTI-TAP

ETA AUGUST

OPINION They do there job without looking too glamorous and the machine can handle two of them. Each takes up to six players.

PROSPECTS These are surefire value, whatever the price Consider the range of sports games from Victory Goal, Fifa, NHL Hockey and others lined up to Infinity

THE MPEG ADAPTOR

ETA AUTUMN

OPINION. It's an expensive way to let you watch movies on CD The quality is quite good, but it may well be superceded by MPEG 2 next year

SEGA
SATURN
VIDEO-CD

LET THE GAMES BEGIN!

It is a fact of life that most titles for Saturn will appear in Japan first, especially those that are programmed there. This is caused by two unavoidable facts

1. We don't speak Japanese.
2. Our tellies work differently.

In fact, everything electrical works differently here from that in Japan. Their Saturns are designed to run at 60Hz, while ours are set to 50Hz. Running a Japanese game on a UK machine it would be 17.5% slower, and there's nothing you can do to speed it up. Also, our strange telly system, PAL, presents problems of its own.
Sega are attempting to 'optimise' the games in these circumstances by reprogramming them for UK Saturns. There aim is to avoid features like ugly screen borders, and maintain game speed. This period also gives them a chance to make gameplay changes if they are warranted, and make allowances for the difference in gaming culture. And they stick it in English. Don't confuse these hindrances with the deliberate (though not too elaborate) security mechanisms that prevent Japanese games playing on UK machines. See 'Lockout Time' for details on how to circumvent these. However, some Jap games will not work very well on a UK machine.

VIRTUA FIGHTER

This was the first Saturn title and it still looks and plays fantastically. It's remarkably faithful to the AM2 coin-op. What's more, extended playing has revealed that it's a classic 'come-back to' game, with loads of longevity. It's best in two-player mode, so if your sharing your Saturn, this is the best first game (assuming it's not packaged).
For the UK, Sega reprogrammed the game so that there would be no loss of speed and no on-screen borders, and are justifiably proud of the result. A nice piece of recoding prevents the fighter polygons breaking up on the replay screens. So in most respects this is a superior edition to the Japanese game.

OVERALL **95**
Simply fantastic, and you'll appreciate it even more six months down the line.

INTERNATIONAL VICTORY GOAL

4 PLAYERS

We met this in January with the sorts of exclamations of horror and cries of dismay that crowds at English internationals know only too well. In response, Sega hastily spoke of 'improvements and reprogramming' for the more discerning European market (the yanks wouldn't know a good soccer game if it drop-kicked them from across an ad hoarding). Well, we see little of either. The reprogramming extends to changing the flags of the teams (of which there are a pitiful twelve) and changing things into English. Some things have even been removed — the intro is much shorter and the player profiles dropped (they were originally for J-league teams). The (pitiful) twelve new teams are complete fictions, and even accounting for the well-documented continental penchant for silly names, they sound a tad unconvincing.
The gameplay hasn't been touched, and that includes ridiculous offside detection, goalies who won't move when holding the ball and a catalogue of irritations listed in our review of the import game. So how, against this torrent of abuse, does the game score better than before. Well, Steve and Gus would be lying if they didn't admit to playing and actually enjoying the odd game of Victory Goal.
As such it offers a distinctly average and slipshod interpretation of our nation's sacred game. But if you can handle it, buy it.

OVERALL **66**
We've mellowed to this somewhat, but it's still not a classic by any manner of means.

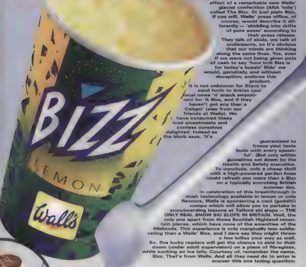
DAYTONA USA

1 PLAYER

It's good to come back to Daytona after all the hullabaloo when it first appeared. Then, the review was tempered with a slight disappointment that in so many ways Daytona had failed to convey the nature of the arcade game. Some felt this more strongly than others.
Well now it seems like pointless tripe, as Daytona has proved itself to be greater than could seriously have been expected. The depth of playability has provided ample hours of gaming pleasure, and once you've truly got to grips with the game, it's real challenge emerges.
As you'd expect, Sega have been wise enough to leave the gameplay alone, but they have been grappling with the speed issue on the UK conversion. Daytona doesn't play noticeably slower. It may, in fact be faster, as recorded lap times are faster than those on the Jap version. The payback, however is screen borders top and bottom. Sat next to the Jap version these are, must be said, semi-gruesome, but don't let that put you off buying the game. C'est classique.

OVERALL **96**
More playability than any other video game racer before it. And that's just the facts as they are.

IT'S LIKE ICECUBES IN YOUR JOCKSTRAP



This, readers is how we'd describe the effect of a remarkable new Walls' glacial confection (AKA 'lolly') called The Bizz. Or just plain Bizz, if you will. Walls' press office, of course, would describe it differently — 'skidding into drifts of pure snow' according to their press release.

They talk of skids, we talk of underpants, so it's obvious that our minds are thinking along the same lines. Yes, even if we were not being given pots of cash to say 'how brill Bizz is for today's buzzin' Kidz' we would, genuinely, and without deception, endorse this product.

It is not unknown for Steve to send forth to Arkies (our local news 'n' snack emporium) for 'A Bizz, and if they haven't got any then a Calypo' (also from our friends at Walls). We have consumed these iced sweetmeats and confess ourselves delighted. Indeed as the blurb says, 'it's guaranteed to freeze your taste buds with every spoonful'. (But only within guidelines set down by the Health and Safety executive.

To conclude, only a cheap thrill with a high-powered garden hose could refresh you more than a Bizz on a typically scorching British summer day.

In celebration of this breakthrough in slush technology available in lemon or cola flavours, Walls is sponsoring a cool (geddit!) compo which will allow you to partake in snowboarding lessons at Telford ski slope — THE ONLY REAL SNOW SKI SLOPE IN BRITAIN. Well, the only one apart from those Scottish Highland mountain places, which have none of the amenities of the Midlands. This experience is only marginally less exhilarating than a Walls' Bizz, and I dare say they might throw a few lollies your way as well.

So, five lucky readers will get the chance to skid to their doom (under adult supervision) on a piece of fibreglass, while sucking an ice lolly. Courtesy of, remember the name, Bizz. That's from Walls. And all they need do to enter is answer this one taxing question:

Q:Which flavours is Bizz available in?

So get Bizzy (geddit!) and send your answers to: Bizz/MEAN MACHINES COMPO, PO BOX 2065, 11-13 SOHO STREET, LONDON, W1V 5DA before August 1995. Normal competition rules apply.

MEAN MACHINES TIP:Rummage around your local petrol station's freezer to research the choice of flavours.

MEAN YOB

It's good to back, it's good to be back. I have been thinking of a change of image lately. Ever since someone thought I was a glam rocker. I'm more of a slam dancer. Cheers to everyone I met down at Glastonbury, especially that queue of 500 people at the lavvy tent who let me jump the queue. I hope the next time I come across someone who's eaten a curry menu-master past it's sell by date, I'll be equally understanding. Somehow that's led me to think of your letters...
If you should want to contribute to global gobbing, write to, THERE'S NOTHING LIKE ARMPITS, SPITTLE AND A QUIET NIGHT IN MAILBAG, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

KING'S CROSS

Dear Yob

We still have not received the five [illegible] pounds each. It's too late for any pathetic excuses. We have learnt the dark magic of Voodoo and tonight we will strike. You will die a slow painful death. Your blood will turn black and drip down your head to form a large puddle on the ground.
HA HA HA HA HA HA HA HA HA HA HA HA HA HA!

Peter "the impaler" M and Allan "the psycho" G Dykebar Mental Hospital, Paisley, Scotland

YOB Do you know what they call a Quarterpounder with Cheese in France. They call it a 'Royale with Cheese'. No kidding. And I will strike down with greeeaaat vengeance all those who send in crap like this

SUNSET BOULEVARD

Dear Yob

Sir, I must apologise for the inane scribblings of Mr McMillan and Mr Gray (that's what the initials stand for). They won't be troubling you again as they will find it hard to write from inside a straight jacket.
Yours sincerely

The Matron, Dykebar Mental Hospital

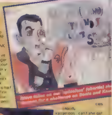
YOB Strike two, suckers! Just try it again. I dare you. Come on, hey what's the matter

BLYTHESWOOD SQUARE

Dear Yob

I was reading through your redesigned letters page when I stopped laughing at that pervy picture of Mileena (been spending a bit too long playing MK2 and not getting out, eh, David Greece?) I not read a particular letter from Paul Johnson about this Tank Police Vs. Tank Girl debate. Well, I have just one thing to say and that's WHERE THE HELL DO YOU GET OFF DISSIN' TANK POLICE?

Tank Police rule, they've been around way longer than this Tank Girl, about 10 years in fact, and anyway, what's this Tank Girl got anyway? I mean she doesn't even look remotely female, she's half bald for God's sake! The hair she has got is some greasy green mass an-



Steve takes on our [illegible] (chortle) [illegible] for a challenge on Sonic and Knu

You should be so lucky, lucky, lucky, [illegible] square up to Kylie [illegible]

cies [illegible] hoardy kangeroos, can't she get [illegible] human? And as [illegible] film about Tank [illegible] well, even Tank Girl's [illegible] said the scrips [illegible] load of crap it's [illegible] read it in the [illegible].

Now look at the Tank [illegible] series which is immensely popular, the [illegible] videos came out seven years ago and are still going strong. Part of its success may be down to the 'sexy cat sisters' who grace the cover of the videos, and let us pray that David Gregcev never gets hold of them. God knows what he'll come up with.

And anyway Yob, what do you mean when you say "Tank Girl's my mate"? Well I must tell you this right. Tank Girl doesn't exist, is completely made up, but then so are you (by my reckoning you probably are Steve Merrett, Editor and who just happens to do the Q and A pages and sits on the bog all the time).

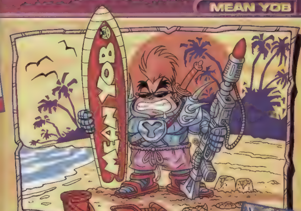
Anyway, I've said my lot now and I'm going, the only thing I'd like to say is that I just love that new look very Manga style big eyes. Sayonara

Ian Dodd, Sea Mills, Bristol

YOB Well pierce my nipples with a crochet hook. I seem to have caused a one man avalanche of protest against Tank Girl with my comments. Sad you're a one-man fanclub. Anyone who doesn't wear a belted raincoat stopped buying selections from 'Woolworths Manga chart' years ago, and is buying Kylie singles (not bad since she went to Deconstruction, you know). Anyway, I'm sick of crappy B-movies coming in month after month so I'm sick of the whole genre. About Tank Girl, so the film's cack, but as

[illegible] some about [illegible]

she
fan



far as Paul Johnson was concerned that was a lucky guess. I'm glad you like my new look — at least I can change my face when I want to

[illegible]

Dear Yob

I have just one problem, and it's the mag! Don't get me wrong the mag is fab and I'm a loyal buyer and this is why I'm writing. You know the way the mag is bound with staples, well I have the problem that after a few days the staples tend to get loose and let the pages fall out. I have nearly thirty mags and have pages and covers missing from nearly all of them. I also have a few of your excellent sister mags, Sega Magazine, and not one page has fallen out of these yet. Please oh please could you start to bind your mag the same way as Sega Magazine, as I'm sure this would improve your mag even more, if that is possible. Well, that,s all for now, read you soon

Aiden me Grath, Waterford, Ireland

YOB I always have those problems with staples, Aiden me old mucker. Here's my tip for storing MEAN MACHINES. Read issue. Roll up magazine. Lower cacks. Part cheeks. Insert mag up arse. Clench and store for up to one month. Continue to add issues to become a human binder. If any other readers have amusing ways in which they store their magazines write in and share the gag!

[illegible]

Dear Yob

Congratulations on the new look. Your magazine is now much more comfortable to read, and owing to your new look it has a much fresher and appealing appearance. Your reviews are now undoubtable the most informative reading ever due to the addition of animation and sound effect ratings. These make a mockery of other magazines' reviewing systems which are lucky to give even the price or the release date of a game. It will be most interesting to see how your so called competitors will react to your new look.

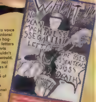
I also note that you will no longer be donating coverage to the Master system and while I understand that you must make room for the "next generation" of machines, it is not without a tear in my eye that I say farewell to the machine that got the "ball rolling". I must also commend Sega for supporting the Master system for such a length of time and maintaining a steady flow of quality titles in it's twilight years.

Finally, about this Paul Johnson fellow. As much as I enjoy his mindless rantings about his "copyright fraud squad" I can't help feel that he is somehow compensating for his lack of social talent by presenting himself as someone a bit more interesting. Paul Johnson, get a life and give the other, more interesting readers a chance to voice their opinions.

Chris Quigley, Armagh, N.Ireland

YOB **Yeah, Paul, give the other readers a chance to voice their opinions! Don't go hogging the letters page. Chris here wouldn't do that would, oh lordy no! It's not as if he's had about 15 of his Irish epistles (intentional misspell) printed here in the last two years. Yeah, give someone else a chance.**

As for the Master System I totally agree with — hey, no I don't, good riddance to that pile of old toss, I say. We have to renew ourselves. We have to wake each day with pride for our past and hope for our future. wash, shave and go to collect our giro. That's progress.



[illegible]

For some time Commander Merritt had been laying plans for escape from the starship [illegible] to death of Warrant Officer Coulthard's snoring and dietary habits. Ensign Bufton was more concerned with polishing his silver moonboots than swabbing down Alpha Deck. And even his once loyal deputy was stealing the only chair on the bridge with two armrests. It was time to leave. After stashing some baked beans on the shuttle, he left this final address to his many stellar fans. .

FINITO

Dear Steve

Please answer my questions or I will bio-boost into the Guyver and terminate you.

1 Out of 10, what would you give Story of Thor

2. Will Elite II ever come out on the Megadrive and SNES?

3. Do you have any cheats for Flashback apart from the level codes and the cheat for walking through walls.

4. The other night I saw Aliens vs Predator in an arcade in Gatwick, but it was a platform game in Japanese. Will it ever come out on console?

5. How many more times powerful is the Silicon Graphics Workstation compared to the Megadrive or SNES and has the MEAN MACHINES office got one?

6. How many levels are there in the Story of Thor?

7 I know Elite II has thousands of planets in it. So why doesn't it slow down when you are playing?

8. Can you put a 33 by 23 inch poster of the movie or cartoon of the Guyver in your next issues. It would make myself and the rest of the Guyver fans around the country very happy

Terry (The Guyver) Maynard, Surrey

STEVE 1 Ooh, I'd give it between eight and nine. 2. Nope. Gametek got their fingers burned with the utterly awful Brutal and have been scared away from the 16bit systems. A Saturn conversion's likely, though. 3. No. 4. Probably not, it hardly ranks as one of Capcom's finest hours. 5 Thousands. No we haven't — we have no need for one. 6. Eight. 7 Because very little is ever on the screen at one time. 8. As Guyver fans number about three (yourself included), I doubt it.

FINAL CURTAIN

Dear Steve

Turn off your Oasis and answer these questions! Please.

1 I already have Dynamite Headdy and Sonic and Knuckles. Apart from those and Jim, what other good platformers are there for the Megadrive?

2. I have just completed Shining Force 2 and so I would be grateful if you could put these RPGs in order of greatness. Soleil, Story of Thor, Landstalker, Shining Force, Shining Force CD, and The Immortal

3. Should I buy Jim on the Megadrive or wait for the CD version to come out?

4. Is the Megadrive mouse any good?

5. What issue of MEAN MACHINES did you review Headdy in? What percentage did it get?

6. Please list these games from best to worst. Jimmy White's Snooker, FIFA '95, Jim, Mega Bomberman, Story of Thor, Theme Park, NBA Jam TE.

Cheers, yours ever grateful

Iain Watson, Guildford.

STEVE 1 Indiana Jones, EWJ II, Dredd. 2 Landstalker, Thor, Soleil, Shining, Shining CD, The Immortal. 3. Go for the CD version. 4. It's Ok. 5. Headdy got reviewed about six months back, and got 92% 6. Bomberman, Jim, Theme Park, Thor, Snooker, FIFA, NBA.

LONG WALK

Dear Steve

I have been on Mars for the past two years. I have recently discovered that I have two dogs (aged 3 and 15), and have decided to write this letter which has nothing to do with Earthworm Jim

1 What is the difference between Megadrive 1 and 2?

2. Which is better?

3. Please put these games in order; Fifa, Fifa '95, NBA Jam, NBA Jam TE

4. I have a Game Gear. Is it worth my while getting a Megadrive?

5. Will Bubsy the Bobcat ever come out on the Game Gear?

M Peerless, Edinburgh

STEVE 1 The Megadrive 2 is smaller and doesn't have a sound button. The monitor port is different, too. 2. Both the same. The Megadrive 2's neater, that's all. 3 Sod off. It's not that hard to work out. Unless you've only got dung for a brain. 4. Yes. And a life. 5. I sincerely hope not.

GRAND DEPARTURE

Dear Steve

Please will you answer my questions

1 I am getting a Saturn when it is released and I am getting Daytona for it. Will it include a split-screen two-player option?

2. Will there be an Eternal Champions game for 32X or Saturn?

3. Will an X-Men game be made for the 32X?

4 Is Dark Forces coming out for the Saturn or 32X?

5. What do you think of X-Men: Children of the Atom?

6. Which is better, Wolverine or X Men 2?

7. Is Killer Instinct any good?

Peter Birkett, Co. Durham

STEVE 1 Nope. 2. Nope. But with Virtua Fighter, Virtua Fighter II and MKIII, who cares! 3. Yep. Capcom's Children Of The Atom coin-op is on its way. 4. There's no plans as of yet. 5. Excellent. One of my favourite coin-ops. 6. Wolverine. 7 I reckon it is the most over-rated beat 'em up to date. Yes it looks good, but MKII would beat it with one arm behind its back.

BUM'S RUSH

Dear Steve

I have a few questions on Soleil.

1 In Dahlia Valley at the top, near the rabbit, you see two blue boxes. What are they for?

2 Where is the Awakening Powder?

3. When you go to Saint Heaven, you are told to use a beast that 'shows the path'. Any ideas?

4. You are told of an eloping couple at the beach, but when you see them they just run away. Any ideas?

W. Ennis, Amsterdam

STEVE 1. They don't serve any purpose. 2. At the top of the tower in the desert. You'll have to find the holes in wall of the tower which lead to the top. 3. Use the dog. Take it up to the door to pass through. 4 They have no relation to the plot. Ignore them

BOX STASH LEFT

Dear Steve

Please answer my questions or I'll rip your head off

1. How much is Monkey Island for the Mega-CD?

2 When will Monkey Island be released?

3. Will Space Crusade be released on the Megadrive?

4 Will there be a second Sonic for Mega-CD?

5. Is there going to be a Bomberman 2 on the Megadrive?

6 Will there be a Sonic 4?

7. Are there any more systems coming out in the next two years?

8. Do you like Zero Tolerance?

9. Will Monkey Island 2 be released on Mega-CD?

STEVE 1. It's import only, but expect to pay around the £45 mark. 2 It won't be released officially. And you'll need a CDX cart to make it work on a PAL Mega-CD. 3. Never 4. Nope 5. I hope so, but Hudsonsoft have no plans. 6. Probably. 7 I expect so. Nothing I can tell you now, though. 8. Not really. It's a second-rate Doom clone. 9 Nope.

THE FAT LADY SINGS

Dear Steve, Steven, Stevey,
Please answer my questions

1. I'm confused. Last month you gave 23 codes for Cannon Fodder. The manual says there are 30 missions, whilst another mag says 47 How many are there?
2. Do you believe in Deja Vous [sic]?
3. Do you believe in Deja Vous [sic]?
4. How much will Saturn games be?
5. How old is Terri Hatcher, alias Lois Lane in Superman?
6. Are there any good shoot 'em ups for the Saturn?
7. What about a 'design a game' compo?

JD Harris, Bitterne Southampton

STEVE First a question for you. what the bloody hell is 'Deja Vous?' It sounds lie a planet off Blakes 7. 1. 30. We haven;tgot the last seven. 2+3. Do you believe in dictionaries? 4. Forty quid. 5. Old enough to love and cherish me. She can look at the 'S' on my vest any day. 6. Yep. Panzer Dragoon do ya, fella? 7. How about a 'write an intelligent letter' one instead?

CALL OF THE WILD

Dear Steve
Please could you answer my questions about the 32X? By the way, your mag is excellent.

1. With all the talk about the 32X being crap, it's games like Space Harrier that give it a bad name. I mean, who gives a rat's knackers about an eight-year old game. Why did Sega release it?
2. In the May issue, you said Alone in the Dark II was postponed. When will Interplay release it?
3. Will Primal Rage 32X be arcade-perfect because MKII 32X was almost there, but not quite?
4. There's this sad turd called Lee Gullwell that said Virtua Fighter for the Saturn was sluggish and crap. Is he a gutless worm or what?
5. I know that Mega Bomberman is your fave game for the Megadrive, but do you have another?

Sebastian Davanzo, Bourton-on-the-Water

STEVE 1. [illegible] was ready. 2. There's a huge furore around Alone at the mo. Interplay have no plans, Inforgrames (the chaps behind the PC version) deny all knowledge of it, and if Ocean could get it they'd release it tomorrow. Let's hope it's sorted soon. 3. It'll have larger sprites, but won't be arcade perfect. Whereas the Saturn game will. 4. He is nothing but a tomato skin on life's arse. 5. Yep. Earthworm Jim.

FLUSH
MEGA BOG
MAIL

END OF AN ERA

Dear Steve
I would like to say you and your mag are the best, (grovel, grovel please print this letter). Anyway the questions:

1. Should I get a 32X? The Saturn is incredibly unrealistic (in price terms)
2. If the answer to the first game is yes, what is the first game I should get?
3. What was the percentage you gave Rise of the Robots?
4. Is the Master System finally dead?
5. Do you think Primal Rage will be another all graphics-no gameplay affair, like Rise of the Robots?
6. Will Star Trek TNG be converted to any other systems?
7. Will there be sequels to the following games. Daytona USA, Urban Strike, FIFA '95, Doom, Virtua Racing and Street Racer?

8. What do you think is the worst game ever, and what percentage did you give it?
Sean Harris, Norwich
STEVE 1. No. The Saturn may be pricey at £400, but the 32X will be deader than Elvis in a years' time 2. The answer wasn't yes. 3. Ooh, at least 12% 4. Yep. And a big hoorah for that. You try finding a game name to put on the cover every month 5. No. It's by no means the perfect beat 'em up but it plays quite well. 6. Not unless Microprose convert their new PC game to the Saturn 7 Only FIFA '96 has been confirmed. 8 Dark Castle from EA. It got 10% If I remember rightly. Actually there was a duff Mega-CD American Footy game which scored 8% because it was just a series of stills.

DAY OF RECKONING

Dear Steve
After just purchasing the latest issue of MEAN MACHINES, I must say I am greatly impressed. (I'm not just sucking up to scrounge a free game either). After being completely blown away by your new look and unmatched exclusives (this word is overused in games mags, but when you say exclusives you really mean it) I turned to your Q&A page and was really pe. narked off The amount of "list in order " or "Which is best " and other such questions was frankly pathetic So I decided to tax you with some real questions
1. Are there any plans for Primal Rage, MK3 or Descent on the 32X?
2 How do you pronounce Spirou and Ristar?
3 Is Soulstar coming out on 32XCD?

4. Are there any decent pinball sims on the horizon for the 32X?
5 Why does toast always fall buttered side down?
6 Why haven't you reviewed any 32X CD products? They're out, I've seen 'em!
7 Whatever happened to the Excellent Adventures of Dizzy, Aspect Warriors, Tin Head, Elite, Fireteam Rogue? Have they all been scrapped or what?
8. Any plans for a sequel to Sonic Spinball?
9 Just one more before I sign off. Are there any plans for Doom-type games on the 32X, like Quarantine, Rise of the Triad, Descent or Doom 2?
BJ Kenny, Telford
STEVE 1 Descent is a possibility, Primal is confirmed, but don;t hold your breath for MKIII 2. Spear-roo. Wrist-Star. 3. Nope, it's cart only. There's few enough 32Xs out there, let only divvies daft enough to buy one AND a Mega-CD! 4. Nope 5. Because the weight of the butter flips it in mid-air. 6. The only ones we've seen are Corpse Killer and the other Digital Pictures games. And Acclaim won;t send them to us because they know they'll get a kicking. 7 Yep, scrapped every one of 'em 8. Nope. 9. There were whispers of a conversion of Quarantine, but it's Saturn-bound now.

OPTIONS
CONTROLS

RIDE INTO THE SUNSET

Dear Steve
I would be most grateful if you would answer my questions:
1 Which is better, Theme Park on Megadrive or Sim City on SNES?
2 Should I buy a Saturn, a Playstation or even an Ultra 64 when it comes out?
3. What good games are coming out over the summer for the Megadrive?
4. Should I buy the Megadrive or Mac version of Theme Park?
5. Why did you change the design of the mag, as I thought the old style was brix?
6. Why is Phantasy Star IV so very expensive?
7. What happened to Parodius and Spiderman on the Megadrive?
8. Which should I get, Batman

Forever or Batman and Robin?
9. Is Rock and Roll Racing any use?
10. What did you give Powerdrive on the Megadrive (the score was absent on my copy)?
11. Why are EA's carts so big, and why the yellow bar?
12 Which is better between Syndicate and Cannon Fodder?
Thank West Ham for making United lose the Premiership.
Peter McGarvey, Cookstown, NI
STEVE 1 Theme Park. 2. Either a Saturn or a PlayStation — they're both excellent Don't hold your breath for the Ultra, though. 3 MKIII, Cool Spot II, EWJ II 4. Both are excellent. Make sure you've got a good Mac, though. mine's gert slow and Theme Park's a real chore to play because fo the lack of speed 5. Because it hadn't been changed for three years. 6. It's MEG-heavy 7 Spiderman's out, Parodius got scrapped. 8 We haven't seen enough of Batman Forever to comment yet. The jury's out. 9. Not really. 10. 79% 11. It's called product branding. No other carts look like them. 12. Cannon Fodder.

LAST FAREWELL

Dear Steve
Please answer these questions. Or [illegible]
1 What is the release date for Virtua Fighter and what will the price be?
2. Will the Saturn and 32X versions of Virtua Fighter be identical?
3. I own a Megadrive, a Mega-CD a 32X and a Game Gear. Should I bother getting a Saturn?
Andrew Marsland, Manchester
STEVE 1 The 32X game will cost in the region of £50. 2 Nope. But the 32X version is very good

indeed. 3 Yep. Sell everything else to get it.

'IT IS FINISHED'

Dear Steve
Please answer these questions for you are the best mag
1 Is the Saturn better than the 32X?
2 Why is the Saturn £350-£400 when the 32X is £170 and they are both 32bit machines?
3 My friends say Virtua Fighter is rubbish They are lying, aren't they?
4. When is Virtua Fighter 2 coming out?
5 Are you going to start back issues?
6 If so, did you do a Ballz special and what issue was it in?
7 Is there a cheat to be Tails in Sonic and Knuckles? My friend says there is.
8 What's the best racing game on the Megadrive?
9 Are Sega really working on Sonic Sports?
Kevin Searey, Bury-St-Edmonds
STEVE 1 Just as a ferrari pee's on a Metro 2 Because the 32X is crap, and doesn't have half the Saturn's power. 3. Do you really need me to answer this. Do you have no opinion of your own? 4 Early next year. 5 We already do. The number's in the front of the mag. 6. No, Games World does the Balls special. Every month We did do tips a while back, though. 7. He's lying. 8. Virtua Racing. 9. Nope. You just made it up.

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MEGA

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[illegible] Phone Gareth 01924 454485.

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[illegible] 3429.

[illegible] 433040 ask for Ryan.

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4 SALE Megadrive, Mega CD, 32X excellent condition with 3 joypads, 2 joystix, 8 Megadrive games, 11 Mega CD games, 2 32X games, CDI import cart approx 100 mags if not more, all 4 £500 no offers. 01376 515717.

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NEXT MONTH

Theme Park Saturn,
Deadly SKies

VIOLENTLY

Sim City 2000
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Primal Rage
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HAPPY

Bug!
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Victor
Victor

WITH JVC BOXING

And now it's time to solve the greatest riddle of all. Our cover...

My first is in Five, but absent from size,
The second is single, but consorts with spies.
Third like the first, is pungent with art,
And last is beginning, though half through the start.

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